



Karan Goel

Software Developer

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Wollongong, Australia

Profile

A Software Engineer with 2+ years in full-stack development, cloud solutions, and agile practices. Skilled in team collaboration and committed to delivering scalable, quality solutions.

Employment History

Devops Engineer at Flipkart, Bengaluru

05/2021–06/2023

- Worked on various cloud tools and technologies to manage infrastructure which spanned across GCP, AWS and Digital Ocean Platforms.
- Reviewed and hardened security across the organization by integrating tools for Bot Management, WAF and Patch Management.
- Created Dashboards and tools to give insight on cost usage which helped in significant cost reduction in cloud

Software Engineer Intern at Cleartrip, Bengaluru

03/2020–06/2021

- Worked as a part of development and devops team to develop, deploy and test micro services in cloud environment.
- Coordinated with product managers, development teams and UI/UX designers to translate project prerequisites
- Setup infra, CI/CD pipelines, dashboards and alerts to analyze application usage

Education

Masters in Computer Science, University of Wollongong, Wollongong

2023–2025

BTech in Computer Science, Chitkara University, Himachal Pradesh

2017–2021

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Links

karangoel59.com

<https://www.linkedin.com/in/kg59>

github.com/kg59

Professional Skills

Software Development

Devops - Docker Kubernetes Git Terraform
Cloud Management - GCP AWS Digital Ocean
Programming - Java C++ Python Go
Communication - Active Listener, Public Speaker

Languages

English Highly proficient
Hindi Native speaker

Interests

- Writing
- Web novels
- Travel
- Art
- Games
- Music

My Projects

Genie Writer

2021

A Writing assistant to plan out stories

Online Code Compiler

2019–2020

The goal for this project is to create an online sandbox environment to write and run code.

Chat Bot

2018–2019

Created a chat bot as part of hackathon project. The chat bot scrap information from various hospital sites and feed them to Google Dialog flow.

Platform Games

2017–2018

Platform Games written in C and C++ within a native console environment. The project explores fundamental of system design with multiple level of abstraction.