



# Yogiraj Hendre

📍 Bhavani Peth,  
413002 Solapur

☎ (+91) 7768908741

✉ me@yogirajhendre.ml

🖱 <https://yogirajhendre.ml>

## About Me

---

Creative and energetic CS enthusiast. Interested in Computer Networks and systems programming. Apart from that, I like to go on treks, watch movies and TV shows. When I am not programming or studying, I am either learning cool stuff in Physics, or maybe reading a book. Currently working at Nilenso Software [🔗](#).

## Education

---

### B.Tech

SGGS Institute of Engineering and Tech, Nanded

07/2017 – 05/2021

CGPA: 8.4

## Skills

---

**Node.js** ● ● ● ● ●

**Linux** ● ● ● ● ●

**Clojure** ● ● ● ● ●

**Ruby** ● ● ● ● ●  
Rails

**Relational DB** ● ● ● ● ●

Postgres, MySQL

## Professional Experience

---

### Enginner

Nilenso Software [🔗](#)

11/2021 – present | Bangalore, India

Designing and developing backend solutions using functional stacks like Clojure. Solving complex technological challenges. Currently working on a project which involves processing ad data, using Rails.

## Projects

---

### TESTING AND SIMULATION OF NOVEL MANET ROUTING PROTOCOL

01/2020 – 08/2020

A Mobile Adhoc Network (**MANET**) protocol based on device geographical location information was conceptualized to serve as a gate way device. Project was coding, simulation and testing of scalability. We, as a team (Team CodePlay\_) did simulation of the same using **NS3** Network Simulator which uses **C++**.

### A SCALABLE ECOSYSTEM FOR ACCUMULATION OF TV VIEWERSHIP DATA

09/2019 – 11/2019

Developed an ecosystem consisting of Hardware and Software, for accumulating TV viewership data from households, across the country. It uses a **Micro-controller** and **IR Sensor** for accumulation of data and this data is sent to TRAI server, in real time. I developed **BASH** scripts and **Python** Programs, to facilitate the process. (This project was shortlisted to be deployed on large scale in India, by Telecom Regulatory Authority of India)

### OnlineGCC [🔗](#)

10/2018 – 02/2019

It is an online C/C++ compiler. Programs are compiled and executed on server using GCC (GNU Compiler Collection). It is hosted on a AWS EC2 instance. Uses PHP for back-end. Supports a variety of features like **Syntax Highlighting**, **Live Collaboration**, etc.