

# JAYANT GODSE

[jayantgodse13@gmail.com](mailto:jayantgodse13@gmail.com) | <https://github.com/JJGOD-13/>

MELBOURNE AUSTRALIA

## EXPERIENCE

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### Software Engineer

2025 - 2026

*Visa CashApp Racing Bulls F1*

*United Kingdom*

- Developed and maintained high-performance data visualization applications using .NET and TypeScript, enabling engineers and analysts to make real-time, data-driven decisions to optimize race performance.
- Created interactive dashboards and visualizations that transformed complex racing and performance data into easily digestible formats, empowering race engineers to identify performance bottlenecks.
- Optimized back-end services and APIs using .NET Core, improving system scalability and reducing data processing latency by 30%, ensuring timely insights during race simulations.
- Developed robust software solutions to manage and visualize multidimensional data (e.g., lap telemetry, tyre performance, fuel usage), facilitating enhanced predictive analytics for race strategy.
- Designed and implemented a massive distributed system to ingest and stream data using Kafka and its ASP.NET SDK across continents

### Senior Software Engineer

2023 - 2028

*Monash Motorsport*

*Melbourne Australia*

- Developed and optimized motion control algorithms (C++) for a driverless race car, resulting in a 20% reduction in lap times.
- Reduced track perception latency by 5ms using OpenCV libraries and integrating custom machine learning models.
- Designed & implemented a Convolutional Neural Network to identify color information from LiDAR sensor data with a 98% success rate.
- Ensured code quality and maintainability through consistent coding practices and code reviews.
- Developed a CUDA-based point cloud processing pipeline for wall detection, enhancing object tracking software reliability by 10%.
- Leveraged parallel processing techniques to significantly improve efficiency and enable real-time wall detection within the perception system.
- Developed and ran team-wide knowledge transfer programs aimed at increasing staff skills.
- Utilized communication skills to collaborate with multiple technical associates, boosting code productivity by 20%.
- Managed a team of 4 engineers to deliver on multiple projects, managing schedules and time slots.

## Software Engineer

Ausymart

2021 - 2023

Melbourne, Australia

- Optimised internal tooling and User experience by communicating with engineers and utilizing Atlassian Cloud. (Jira, Confluence)
- Designed User Interface and User Experience for B2B e-commerce platform using tools such as Figma and Adobe InDesign.
- Managed collaboration between engineers and designers to ensure a coherent product.
- Designed and developed a responsive e-commerce website for ausymart.com.au using a custom WordPress framework.
- Successfully delivered and maintained the website throughout a 2-year design cycle.
- Contributed to the development of a scalable SQL database for efficient user and product data management catering to 100+ users.
- Conducted usability testing for software quality and customer journey, attempting to optimise user experience.
- Developed and maintained WordPress plugins utilizing AJAX.
- Implemented core company design ethics with focus on Human-centered Design decisions.

## EDUCATION

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Monash University

Bachelors | *Software Engineering*

2023 - 2028

Melbourne, Australia

## SKILLS

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**Expertise:** Robotics, Perception, Web Application, Engine Control Units

**Software:** Low-Level, Docker, Kubernetes, Jenkins, Git, Machine Learning

**Languages:** Python, C/C++, Rust, TypeScript, C#, Shell