

JAYANT GODSE

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MELBOURNE AUSTRALIA

TLDR

- 3+ years working with C/C++ and Python.
- 2+ years working with C# and .NET.
- 2+ years working with ReactJS.
- 1+ year working with Rust.
- 3+ years working with Robotics, ROS, Low-Level programming and perception.
- 1+ year working with large scale data processing pipelines.

EXPERIENCE

Software Engineer

2025 - 2026

Visa CashApp Racing Bulls F1

United Kingdom

- Developed and maintained high-performance data visualization applications using .NET and TypeScript.
- Implemented 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.
- Implemented a Confluent Platform flavoured Kafka system to ingest and re-stream tyre data across inter continental race locations with sub second latency.
- Designed and deployed front-end application to visualise the above stream data using ReactJS and TypeScript

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.

ACCOLADES

- 2× time Susquehanna × UNSW Algothon finalist.
- IMC trading competition winner.

EDUCATION

Monash University

2023 - 2028

Bachelors | *Software Engineering*

Melbourne, Australia