

PRANAV JHA

Student – University of California Santa Cruz (2022 - 2026)

Contact

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Profile

- o Knowledgeable about, the **RISC-V architecture, RISC-V Assembly, Parallelism, L1 and L2 Cache, Virtual Memory, Cache Hierarchies, VIPT Cache, Translation Lookaside Buffer, and Cache Coherence**
- o Developed a fully functional **Android App** all by myself using **Android Studio**
- o Experience with **model training/finetuning and deployment of LLMs**
- o Hands-on working experience with **JavaScript** and **React**
- o Professional web-dev work using **Typescript**
- o Experience working in **C and C++**
- o Worked using **'GO' programming language**
- o Internship experience with client-facing products

Education

Bachelors of Science in Computer Engineering – UCSC

University of California, Santa Cruz
(Sep 2022 to July 2026)

Relevant Coursework:

- CSE150 - Intro to Computer Networking
 - o TCP/IP protocol stack
 - o Socket Programming with Python
- CSE12 - Computer Systems and Assembly Language
 - o RISC-V assembly

Work Experience

California Sales Tax Calculator | Open-Source Project
December 2024 — January 2025

- Made an Android application using **Android Studio** with **Kotlin**
- The application calculates the sales tax for an item for any county in the state of California

Software Developer Intern | QuicHub Innovations
July 2024 — September 2024

- Designed frontend software with **React** and **Typescript**
- Migrated database from the existing urql to **GraphQL**
- Built a WhatsApp business account that can send and receive messages built using **Go**.
- The **WhatsApp bot** is regularly being used by the company
- Made extensive use of frameworks like **htmx** and **TailwindCSS**, for making the frontend software

Software Developer | Freelance Work
July 2023 – August 2023

- Built a **Python program** to collect errors from a log file
- Made a provision to sort warnings based on severity

<p>Skills</p> <ul style="list-style-type: none"> o Cloud Platforms: AWS o Programming Languages: Python, Go, Kotlin o Databases: MySQL, SQLite o ML Frameworks: PyTorch o Version Control: Git, GitHub, GitLab 	<ul style="list-style-type: none"> level ● The errors are stored in a file so that the user can easily look up what went wrong ● Improved team productivity drastically through automation <p>Open-Source Contribution DWM (Window Manager) September 2024 – October 2024 (During Junior Year)</p>
<p>Personal Information</p> <p>Date of Birth: 12th Jan 2004 Address: 175 Calvert Dr. Apt. T-202 Cupertino, CA, USA</p>	<ul style="list-style-type: none"> ● Contributed patch to open-source window manager DWM ● The commit information can be found here and the patch itself can be found on my personal GitHub as a separate file ● This patch can be applied to the program and can let the user change volume using media keys ● This patch adds additional functionality to the program for users that might like it <p>Academic Experience and other Projects</p> <p>TCP Chat Program Academic Project November 2024 – December 2024 (During Junior Year)</p> <ul style="list-style-type: none"> ● Created a chat program using Python ● Made extensive use of socket programming ● Developed a Server program that handled TCP connections over a local connection <p>Terminal Emulator Academic Project August 2023 – September 2023 (During Sophomore Year)</p> <ul style="list-style-type: none"> ● Created a terminal emulator using C++ ● Used the qt6 framework for developing the user interface ● The terminal is minimalist as it uses very few lines of code ● Because of the use of Qt6, it can be run on practically any Linux distribution regardless of platform <p>Video-Game developed using GDevelop Game Engine Academic Project May 2022 – July 2022 (During freshman year)</p> <ul style="list-style-type: none"> ● Lead a team to imagine and create a video-game using GDevelop as a game engine ● Mentored the team and provided ideas on how the game should be made. ● Developed the AI of the game's enemies ● Was able to develop a fully functional video game and make it presentable