

PRANAV JHA

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

Looking for internships in summer 2025

Contact

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<https://www.linkedin.com/in/pranav--jha>

Website: <https://pranavjha.org>

GitHub: <https://github.com/pj-004>

Profile

- 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)

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
- The application can be found on [my GitHub](#)

Skills

- o **Cloud Platforms:** AWS
- o **Programming Languages:** Python, Go, Kotlin
- o **Databases:** MySQL, SQLite
- o **ML Frameworks:** PyTorch
- o **Version Control:** Git, GitHub, GitLab

Software Developer Intern | QuicHub Innovations
July 2024 — September 2024

- Designed frontend software with **React** and **Typescript**
- Migrated database from the existing urlql 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

Personal Information

Date of Birth: 12th Jan 2004

Address:

175 Calvert Dr.

Apt. T-202

Cupertino, CA, USA

Software Developer | Freelance Work
July 2023 – August 2023

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

Open-Source Contribution | DWM (Window Manager) ***September 2024 – October 2024 (During Junior Year)***

- 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

Academic Experience

TCP Chat Program | Academic Project ***November 2024 – December 2024 (During Junior Year)***

- Created a chat program using **Python**
- Made extensive use of **socket programming**
- Developed a Server program that handled TCP connections over a local connection

Terminal Emulator | Academic Project ***August 2023 – September 2023 (During Sophomore Year)***

- Created a terminal emulator using **C++**
- Used the **qt6 framework** for developing the user interface
- The terminal is minimalistic 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

Video-Game developed using GDevelop Game Engine | Academic Project ***May 2022 – July 2022 (During freshman year)***

- 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
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