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

Contact

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Profile

o Experience in **Python Programming**.
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
Computer Science Minor – UCSC
University of California, Santa Cruz

(Sep 2022 to July 2026)

Relevant Coursework:
- CSE150 - Intro to Computer Networking
  - TCP/IP protocol stack
  - Socket Programming with Python
- CSE120 - Computer Architecture
- CSE101 - Data Structures & Algorithms
- CSE100 - Logic Design
  - FPGA Programming with Xilinx Vivado
  - Structural Verilog
- ECE 101 - Electronic Circuits
- CSE 140 - Artificial Intelligence
- CSE 121 - Embedded System Design

Work Experience

Software Engineering Intern | Chelsio
July 2025 — September 2025

- Wrote a Device Driver for an Erasure Coding device
- Modified the bcachefs filesystem to support hardware offloading
- Made use of Linux and Virtual Machines to write the driver

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 logfile

Skills

- o Python (Mininet, POX)
- o JavaScript (React, NodeJS),
- o Typescript
- o Go Programming Language
- o C/C++ (Qt6 framework)
- o C#
- o HTML/CSS
- o SQL
- o Git/GitHub/GitLab
- o Linux

Personal Information

Date of Birth: 12th Jan 2004

Address: Cupertino, CA

- ● 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 and other Projects

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