

PRANAV JHA

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

Contact

Phone: +1 (408)-668-5526

Email: pranavj765@gmail.com

LinkedIn:

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

Website: <https://pranavjha.org>

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

Profile

- Experience in **Python Programming**.
- Hands-on working experience with **JavaScript** and **React**
- Professional web-dev work using **Typescript**
- Experience working in **C and C++**
- Worked using '**GO**' programming language
- 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
 - 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

Work Experience

Software Engineering Intern | Chelsio

July 2025 — September 2025

- Wrote a Device Driver for an Erasure Coding device
- 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 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**.

Skills

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

- 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
- 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

Personal Information

Date of Birth: 12th Jan 2004

Address: Cupertino, CA

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.

-
- | | |
|--|---|
| | <ul style="list-style-type: none">• Developed the AI of the game's enemies• Was able to develop a fully functional video game and make it presentable |
|--|---|
-