POORVI BURLY PRAKASH

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EDUCATION

Master of Science, Computer Science   Aug 2021 - May 2023 (expected)
University of Southern California (USC), Los Angeles, USA   GPA: 3.55/4.0
Bachelor of Engineering, Computer Science and Engineering   Aug 2015 – May 2019
Visvesvaraya Technological University, Bengaluru, India   CGPA: 9.43/10.0

TECHNICAL SKILLS

Languages: Java, Python, C++, C#, R, JavaScript
Web Development: HTML5, CSS, JSON, Bootstrap, Angular, Node.js
Database: MySQL, Oracle, MongoDB
Tools and Frameworks: GitHub, Android, Jira, Confluence, ServiceNow
Cloud Technologies: Google Cloud Platform

PROFESSIONAL EXPERIENCE

UST Global Inc., Software Engineer, Developer-I Intern, Aliso Viejo, USA   Jun 2022–Aug 2022
- Employed computer vision technology to automate the listing and billing process, eliminating the need for human intervention. This resulted in a 90% increase in billing and checkout speed (compared to barcode self-checkout), and the ability to bill over 6 items in just 4 seconds.
- Developed the vision checkout web application to capture, evaluate and report items to checkout. Created an interface that allowed the user to add, delete, modify, apply coupons, and process payment within 2-3 steps

Thermo Fisher Scientific (Invitrogen BioServices India Pvt. Ltd.), Software Engineer, Bengaluru, India   Jul 2019–Jun 2021
- Successfully Designed and built 30+ dashboards and 15+ reusable UI components for Platform for Science Marketplace using HTML, CSS, JavaScript, jQuery; components are extensively used across the organization
- Created 100+ reports utilizing SQL to retrieve real-time data and develop interactive modules, resulting in improved search functionality and enhanced visual representation for users using infographics
- Partnered closely with Business Analysts to develop Shiny applications, enhanced the UX and extended PFS functionalities using HTML, CSS, JavaScript, jQuery, R, Shiny Library & REST API's; decreased clicks by 80%

GoQLES (Qles Technologies Pvt. Ltd.), Android Development Intern, Bengaluru, India   Jan 2019-Jun 2019
- Implemented new features in Java for attendance marking and class schedule; released updates for the mobile app on Google Play achieving over 5000+ downloads; reduced the time for attendance marking by 75% using NFC

ACADEMIC PROJECTS

Business search android application & angular website [*Node.js, Express.js, Axios, JavaScript, Angular, Bootstrap, Java, Google Cloud Platform]*   Sept 2022-Dec 2022
- Developed & deployed the NodeJS server on Google Cloud Platform that handled Yelp API calls; Simulated a Yelp-like android application using Java and XML that interacted with the NodeJS server; Built a responsive website using Bootstrap and Angular

Business search website using Python Flask [*Python Flask, Git, HTML5, CSS Flexbox, and JavaScript]*   Sept 2022-Dec 2022
- Implemented a web application using Python Flask to handle requests from the UI and retrieve data from Yelp APIs. The frontend was built with HTML5, CSS Flexbox, and JavaScript

Rollercoaster simulation [*C++, OpenGL]*   Aug 2022-Dec 2022
- Created a 3D roller coaster simulation using Catmull-Rom splines, OpenGL lighting and texture mapping in C++, with a first-person view for an immersive experience

BlendIn [*Unity, C#, Git]*   Jan 2022-April 2022
- Developed a 2D platformer game based on player and platform colour matching on Unity, using C# & Git

EazyHop – Your Bus Companion App [*Android, Java, XML, SQLite, Firebase Realtime Database]*   Aug 2018-Dec 2018
- Developed an android app to buy tickets/passes for Bengaluru Metropolitan Transport Cooperation buses on Android Studio, using Java, Object Oriented Programming, XML, SQLite, and Firebase Realtime Database

LEADERSHIP & ACHIEVEMENTS
- Training Manager, Robogals, USC: Assisting the training manager in course material creation in Python, Nov 2021- Feb 2022
- USC Viterbi Mentorship Program, Volunteered as a mentor for students, Jan 2022-May 2022
- "Special Mention Award," top 8 among 69 teams in LEAP Hackathon by Thermo Fisher Scientific, Nov 2019 & 20