

# POORVI BURLY PRAKASH

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## EDUCATION

### Master of Science, Computer Science

University of Southern California (USC), Los Angeles, USA

Aug 2021 - May 2023(expected)

GPA: 3.6/4.0

### Bachelor of Engineering, Computer Science and Engineering

Visvesvaraya Technological University, Bengaluru, India

Aug 2015 – May 2019

CGPA: 9.43/10.0

## TECHNICAL SKILLS

**Languages:** Java, Python, JavaScript

**Web Development:** HTML, CSS, AJAX, Angular, Vue.js, React, Node.js, Express.js, Go, REST APIs

**Database:** SQL, MySQL, Oracle, MongoDB

**Tools and Frameworks:** Android, Unity, GitHub, Sketch, Jira, Confluence, Asana, Miro

**Cloud Technologies:** Google Cloud Platform (GCP), AWS

## 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, cutting the need for human intervention; resulting in a 90% increase in checkout speed and the ability to process over 6 items in just 4 seconds.
- Developed the vision checkout web application to capture, evaluate and report items to checkout. Created an interface using Javascript framework (Angular), HTML, CSS, and web application development tools that allowed the user to add, remove, change, apply coupons, and process payment within 2-3 steps
- Collaborated with team members to implement this solution and make sound design decisions.

### 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; led the team in designing and repurposing UI components for multiple use-cases, while adhering to design methodologies, demonstrated project leadership & ownership throughout the process
- Created 100+ reports using 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% by enhancing user experience, while modeling best practices and collaborating with cross-functional teams to address customer requirements.

### 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 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

## 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