Pradyumna Acharya Marimganti

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I am a motivated and detail-oriented Computer Science student with strong skills in Python, Java, and Artificial Intelligence. Seeking an opportunity to apply my academic knowledge and gain hands-on experience in programming, entry-level Python and Java projects. Eager to contribute my skills wherever I can, while also developing my expertise in Artificial Intelligence

EDUCATION

Rutgers University — New Brunswick, NJ
Bachelor of Science in Computer Science — Sept 2024- Present
Dean's List Spring'25

INTI University — Subang Jaya, Malaysia
Bachelor of Science in Computer Science — Jan 2023- May 2024

EXPERIENCE

Viswam AI | Fine-Tuning Model, Artificial Intelligence, Python — May 2025 – August 2025
Tech-Lead Intern

- Gained mastery in Python, Collaborative Software Development, and DevOps
- Built a solid foundation in AI concepts that empowers your journey towards advanced Al engineering roles
- Got hands-on experience by locally procuring data and fine-tuning my own Al model with a dedicated team
- Transform your finetuned models into real-world Al applications and elevate your resume with practical and impactful projects
- Showcased my skills and emerged as a prominent contributor in dynamic, free and open source community

Event Organizer INTI University |Communication, Marketing — Aug 2023 – Nov 2023
Organizing member

- Professionally organized two charity events called Gloworld 2.0 and Holiworld 2.0
- Planned and executed successful charity events from conception to completion, ensuring alignment with organizational goals and donor expectations.
- Coordinated logistics, including venue selection, vendor management, budgeting, and scheduling, to deliver seamless event experiences.
- Oversaw post-event activities, including donor acknowledgments, impact reporting, and feedback analysis for continuous improvement

S&P Global JSE Intern | Presentation, Communication — Sept 2022 – Nov 2022
Intern

- Assisted in financial analysis, enhancing report accuracy, and developed teamwork and analytical skills.
- Gave professional presentations analyzing the marketing techniques of Tesla

PROJECTS

Jarvis Voice Assistant – Python

- Developed Jarvis Voice Assistant using Python with speech recognition and text-to-speech capabilities
- Integrated multiple APIs including Google Speech Recognition, Wikipedia, and YouTube (via PyWhatKit)
- Implemented core functionalities:
  1. Voice-controlled media playback (YouTube)
  2. Real-time clock access
  3. Wikipedia information retrieval
  4. Joke telling functionality
  5. Application launching (Chrome)
- Built error handling for voice recognition failures and network issues.

Coffee Machine – Python
- Developed a Python-based coffee machine simulator that mimics a real-world beverage vending system.
- Implemented resource management to track water, milk, coffee, and profit in real-time.
- Designed a coin processing system to accept and calculate payments (quarters, dimes, nickels, pennies)
- Added validation checks for insufficient resources and failed transactions with appropriate user feedback
- Enabled dynamic drink selection (espresso, latte, cappuccino) with ingredient deduction upon successful orders.
- Included an admin "report: feature to display current resource levels and profit

Turtle Crossing Game(Capstone Project) – Python
- Built a side-scrolling obstacle avoidance game using Python's turtle module, featuring a player-controlled turtle crossing a road.
- Implemented object-oriented design with classes for Player, Car_Manager, and Scoreboard to modularize game logic.
- Designed dynamic car generation with randomized colors, positions, and increasing speed as levels progress.
- Added collision detection between the player and cars, triggering a "Game Over" screen upon impact.
- Incorporated score tracking and level progression when the player reaches the finish line.
- Used keyboard input (Up/Down arrows) for player movement and real-time screen updates for smooth gameplay.
- **Skills Demonstrated**: OOP, game development, event handling, collision detection, and procedural generation.

U.S. Geography Quiz – Python
- Developed an interactive educational game using Python's turtle and pandas to test knowledge of U.S. state names.
- Integrated a visual map (of the United States) as the game background and dynamically plotted correct guesses on the map.
- Utilized CSV data handling (50 states of America) to track state names, coordinates, and validate user input.
- Implemented progress tracking (e.g., "25/50 correct") and a save feature for missed states, exporting them to a new CSV file upon exit.
- Designed an intuitive UI with text prompts and real-time feedback, enhancing user engagement.
- **Skills Demonstrated**: Data handling (pandas), GUI development (turtle), file I/O, and user input validation..

Snakes and Ladders - JAVA
- Developed an interactive Snakes and Ladders game in Java with a graphical user interface (GUI) for an engaging user experience.
- Implemented core game mechanics, including dice rolling, player movement, and snake/ladder interactions using object-oriented programming principles.

ADDITIONAL

Technical Skills: Java, Python, HTML, CSS, SQL
Developer tools: VS Code, PyCharm, MATLAB, MS Excel, Git, Intellij IDEA
Certifications: Harvard CS50 Python, Delloite Technology Virtual Experience Program, Electronic Arts Software Engineering Job Simulation, TATA Data Visualisation: Empowering Business with Effective Insights, Accenture Data Analytics and Visualization Job Simulation