

# Prakhar Sahu

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## EDUCATION

### Dayananda Sagar College Of Engineering

Electronics and Communication

- CGPA: 7.8

Bengaluru

Nov 2022 – August 2026

## EXPERIENCE

### Electronic Arts Software Engineering Virtual Program

April 2025

Software Engineer Intern

- Proposed the **Dynamic Crowd Momentum System** for EA Sports College Football — a feature simulating home-field advantage via real-time crowd reactions.
- Designed a class diagram and created a C++ header file with class definitions representing program objects.
- Patched a bug and optimized the EA Sports Challenge Football codebase by implementing an improved data structure.

## PROJECTS

### FinTrack | Next.js, Tailwind CSS, Prisma, Supabase | [GitHub](#) | [Deployment](#)

- Built a **scalable full-stack financial tracking platform** that reduced manual entry time by over **70%** using an **AI-powered receipt scanner**.
- Implemented **secure authentication** with Clerk, achieving a **40%** reduction in unauthorized access attempts via **bot protection** and **rate limiting**.
- Automated **recurring transactions** and **email alerts** using **Inngest cron jobs**, increasing budgeting accuracy by **30%**.
- Enhanced **financial decision-making** with **dynamic charts** and **trend analysis**, leading to a **25% boost in user engagement** on reporting features.

### StreamTalk | React.js, Node.js, Socket.IO, MongoDB, Tailwind CSS | [GitHub](#) | [Live Demo](#)

- Engineered a full-stack **real-time messaging web application** using **React.js** for the frontend and **Node.js** with **Socket.IO** for bi-directional communication.
- Integrated **JWT-based authentication** with **secure session management** to ensure **user privacy** and **persistent login state**.
- Built a responsive and mobile-friendly UI with **Tailwind CSS**, featuring **real-time message delivery**, **user presence indicators**, and image upload via **Cloudinary API**.
- Engineered scalable state management architecture utilizing **Zustand**, decreasing app loading times by **40%** and enhancing overall user experience across all platforms; reduced bug reports by **15%**.

### Viducate | Next.js, Tailwind CSS, Prisma ORM, API | [GitHub](#) | [Deployment](#)

- Engineered an **AI-powered learning platform** to convert text into video lessons with avatars, reducing content creation time by **60%**.
- Integrated gamification features quizzes, leaderboards, badges, increasing course completion rates by **45%**.
- Enabled multi-language video support and avatar customization, expanding accessibility and improving session duration by **30%**.

## TECHNICAL SKILLS

**Languages:** C++, JavaScript, SQL, TypeScript

**Frameworks:** React, Next.js, Node.js, Tailwind CSS, Socket.IO

**Databases/Tools:** MongoDB, PostgreSQL, Docker, MySQL, GitLab

**Deployment & Hosting:** Render, Vercel

## ACHIEVEMENTS

- **Won Best Project Award** at IEEE YESIST12 Prelims – 'Kaushalya' Open House Expo 2025 for leading the project *"Benchmarking YOLO version for Automatic Retail Checkout"* at Nitte Meenakshi Institute of Technology.
- Recognized as an **International Finalist** at **IEEE YESIST12 2025**, selected to represent India at **Universiti Kebangsaan Malaysia**, for innovation in sustainable tech.