

# PRANAV SUKUMAR

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## EDUCATION

### University of California, Berkeley

(Aug 2019 – May 2023)

#### *B.S. in Electrical Engineering and Computer Sciences*

- Relevant Coursework: Data Structures and Algorithms (CS 61B), Structure and Interpretation of Computer Programs (CS 61A), Additional Topics on the Structure and Interpretation of Computer Programs (CS 98-52), Designing Information Devices and Systems II (EECS 16B), Designing Information Devices and Systems I (EECS 16A), Multivariable Calculus (Math 53).
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## EXPERIENCE

### Software Engineering Intern | Nvidia

(May 2020 – Aug 2020)

- Upcoming internship with the Nvidia Cloud Infrastructure & Platform team where I will be working with GPU, storage, and cloud technologies to help build the Nvidia cloud Infrastructure.

### Software Development Intern | Expedia

(Jun 2018 – Aug 2018)

- As part of the Expedia Search and Suggest Team, worked on both front-end and back-end capabilities to improve Expedia's homepage search experience. Used Java, JavaScript, and HTML/CSS to develop features such as:
  1. Categorizing the types of suggestions displayed so that in inline search suggestions, the user can distinguish between SEA as a city abbreviation and SEA as an airport code.
  2. A customer feedback tool for the quality of search results.
  3. Eliminating the unnecessary need for the user to explicitly grant location access to Expedia in the current location feature by creating a heuristic based current location option.
- About 700,000 customers per week interact with the features I built.
- Participated in Expedia Hackathon 7.0 and had 4th most popular project.

### Data Science Consultant | Data Science Society at Berkeley

(Sep 2019 – Present)

- Worked with Oust Labs, a Silicon Valley Startup, where I helped optimized the natural language understanding algorithms in a Facebook Messenger Chatbot integrated with Dialogflow, Rasa X, and GCP.

### Application Design and Development Intern | Watertracker LLC.

(Oct 2017 – Mar 2018)

- Worked with the CEO to design an app for users to keep track of the location and inventory of personal items.
- Led team in project management, application design, and wire-framing.

### Paid Instructor for Computer Science and Programming | Coding With Kids

(Jun 2017 – Aug 2017)

- One of 52 instructors in Seattle dedicated to teaching children ages 5-16 computer science and programming.
- Taught game design to students of different backgrounds and experiences and received ratings of 4.8/5.

### Computer Programming Volunteer Instructor | Coderdojo

(Aug 2015 – Jun 2019)

- Taught children from disadvantaged backgrounds Java, Python, and Scratch in free weekly classes at local libraries.
  - Invited to teach in Chennai, India over summer.
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## AWARDS AND HONORS

- Cal Hacks 6.0 Sponsor Award Winner - Best Use of the Weights and Biases API (2019): Our team won this award out of over 2,000 students for the best use of the Weights and Biases API, which we used to evaluate our ensemble model of existing text-to-speech options for the project Signify.
  - Semifinalist for U.S. Presidential Scholars Award (2019): Selected by the White House Commission on Presidential Scholars and the United States Department of Education. One of 620 students (out of nearly 3.6 million graduating high school seniors) to receive this honor. Received this honor based on academic performance, perfect standardized test scores, and extracurricular activities.
  - Technology Student's Association National Coding Competition: 4<sup>th</sup> Place (2017).
  - National AP Scholar with Distinction (2019) and National Merit Commended Scholar (2019).
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**PROGRAMMING LANGUAGES:** Java, Python, C#, JavaScript, HTML/CSS, SQL, Scheme