Pranav Uttarkar

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EDUCATION

Texas A&M University | College Station, TX
Expected Graduation: May 2027
Bachelor of Science in Computer Engineering

- Craig And Galen Brown Engineering Honors
- Relevant Courses: C++, Python Computing, Calculus 3, Linear Algebra, Discrete Math

EXPERIENCES

A&M Studys | College Station, TX **September 2024 – Present**
Project Manager and Developer

- **Leading a team of 7** fellow students to develop a web app to facilitate peer teaching and Q&A for Texas A&M courses
- Taught students how to use and utilizing **HTML, CSS, JavaScript**, and **React JS** for app frontend and **Firebase** for backend data management, creating a responsive, user-centered interface
- Conducted weekly team meetings and organizing project workflows using **Jira** and **Github** to streamline task assignments and tracking to increase productivity.

CarClinic | Frisco, TX **October 2023 – May 2024**
Capstone Project

- Designed a **Python** based app that analyzes vehicle OBDII codes along with user provided vehicle details to provide actionable repair suggestions through the **GPT 4 API.**
- Engineered the hardware based on an ELM327 OBD scanner board with **AutoCAD Inventor** and 3D printed the physical housing.
- Implemented Python libraries such as **Pandas**, NumPy, and **Scikitlearn ML** library to **efficiently process and analyze diagnostic data** collected from OBD scanner.

Pentair Engineered Filtration | Conroe, TX **July 2023 – August 2023**
Manufacturing and Automation Intern

- Formatted and recorded **energy data** from theTEDPro energy monitoring software **into a permanent database** and then served it in the **Google Visualization API format** for better **UX**.
- Shadowed engineers and product managers to learn industry processes like **manufacturing automation, CNC casting, P&P Design** and **HMI** and **PLC** systems.
- Brainstormed plans for designing a manufacturing robot in engineering team meetings that would automate the work of wrapping tubeshaped filters to increase efficiency in manufacturing.

PROJECTS

Impossible Parkour

- Developed and launched a TikTok **game filter** using the Tiktok effect house scripting program which reached **35.5M** views and **70,000+ user generated videos** using the filter.
- Designed and implemented game mechanics, animations, and interactivity through **logicbased nodes.**

Aggie Agenda HowdyHack 2024

- Built **Full Stack** webapp **under 24 hours** during a hackathon, collaborating with a partner to streamline organization event management for Texas A&M students.
- Developed the Frontend using **Next.js** and styled it with **Tailwind CSS**, ensuring a responsive and userfriendly experience across devices, planned the UI through creating wireframes and mockups in **Figma** and used **MySQL** for data handling.

Languages, Tools and Frameworks

- JavaScript, Python, C++, React, MySQL, Firebase, Java, HTML, CSS, Github, Flask, Next.js, Rest APIs

AWARDS & ACTIVITIES

- DECA Internationals Top 10 Tester & 3X State Finalist, SAT: 1570/1600 (99th percentile), ACT: 35/36 (99th percentile)
- Fully Sourced & Assembled Computers, Minecraft Java Game modding, Digital content creation: 50k followers.