

PRANAV VERMA

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Dynamic Software Engineer with experience at the Ministry of Northern Development & Mines, specializing in web development and application design. Proficient in JavaScript, Python, C++, SQL and PowerApps, I excel in creating immersive user experiences and impactful software with streamlining reporting processes. I am a strong collaborator with a proven ability to align strategy with execution.

EDUCATION

Bachelor of Science in Computer Science (Hons.) | Wilfrid Laurier University| Waterloo, Ontario, Canada

Degree obtained October 2024

- Distinguished member of university's COOP (internship) Program
 - Founding President of Artificial Intelligence Club from 2020-2022.
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EXPERIENCE

Jr. Software Engineer (COOP) | Ontario Ministry of Ministry of Northern Development & Mines | Guelph, Ontario, Canada
May 2022 – August 2023

- Successfully migrated the **fiscal website from SharePoint 2013 to SharePoint online**, while updating and creating **automated flows and data charts for Power Bi** files using **Power Apps** (Power Automate) and Python.
 - Created an **Augmented Reality Application** for **Foodland Ontario's Fair** using JavaScript, CSS, Blender and 8th wall. The web application allows users to scan a QR code to immerse themselves in an interactive augmented reality environment allowing users to place objects on screen using camera and interacting freely with the objects.
 - Developed Synergy Application (Business-Capability-Technology Mapping Tool) using Power Apps like Power BI, Power Automate, Microsoft Dataverse. It is a tool that bridges the gap between business and technology by helping in house users to map services they require and the how and where to procure these in house technologies to meet those business requirements. This Application won the **first prize at 4th Annual Phenomenal OPS (Ontario Public Services) Microsoft Power Platform Hackathon**.
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RECENT PROJECTS

- **Bloxx Game:** Developed a high-performance 3D Tetris-style game in **C++**, featuring real-time spatial maneuvering, dynamic score tracking, and an escalating difficulty engine optimized for smooth gameplay.
 - **Email Shield:** Built a multi-layered security tool using **ML (NLP) and heuristic analysis** to intercept phishing and malware. Engineered a real-time adaptive defense system against evolving inbox threats.
 - **NetSentinel:** Created a network monitoring tool using **Python and React**. Implemented raw packet capture and **WebSockets** to provide real-time, process-level visualization of system network telemetry.
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SKILLS

- Programming Languages- Python, C++, Java
- Web Development- React, HTML, NodeJS, CSS
- Database- SQL, Dataverse
- Game Development- Unreal Engine, Blender, Unity, 8th Wall
- Other Tools- Git, Power BI, Power Automate, Microsoft Suite, Google Suite, AI tools like ChatGPT and Gemini.