Praneeth V

Coimbatore, India | praneethv375@gmail.com | 99943 52144 | github.com/PraneethV-cmd

Career Objectives

Driven software developer focused on optimizing applications for efficiency and scalability. Eager to contribute to innovative solutions and grow into a leadership role, mentoring teams to create impactful software.

Education

Amrita School of Computing, B.Tech in Computer Science and Engineering Sept 2022 – July 2026

- GPA: 8.15/10
- **Coursework:** Computer Architecture, Design and Analysis of Algorithms, Computational Theory, Operating Systems

Projects

Eco friendly Travel Planner - Industry Project with SAP Labs

- Leveraged the Google Bard API to compute carbon emissions based on travel distance, mode of transportation, and user preferences.
- Built an interactive and intuitive Svelte front-end to ensure a seamless user experience with responsive design and real-time updates.
- Utilized PocketBase as a lightweight and efficient backend for data storage, user authentication, and API management.
- Tools Used: SvelteJS, SvelteKit, PocketBase, TailwindCSS, Daisy UI

Database to Knowledgebase

- Converted relational databases into an OWL-based semantic knowledge base to enable advanced reasoning and querying.
- Applied K-Means (TensorFlow), Random Forest Classification, and PCA for clustering, classification, and dimensionality reduction.
- Developed interactive visualizations to highlight data clusters, feature importance, and semantic relationships.
- Tools Used: Python, Scikit-learn, OWL, MySQL

bubble-git: Custom implementation of git version control system

- Built a version control system that is similar but very simple and infant compared to git.
- Built basic sub-routines just as hash-object, read-tree, commit
- Yet to add branch, merge and conflict management
- Tools Used: Python, Rust(implementation being done)

Kitchen Chaos - Online Multiplayer Cook-off type video game

- Implemented client-side prediction and server-side reconciliation for smooth gameplay in high-latency environments.
- Utilized Unity Netcode for GameObjects to ensure real-time synchronization, player enumeration, and server-client state consistency.
- Designed a scalable network architecture with server-side validation to enhance security and prevent cheating.
- Tools Used: C-sharp, Unity, NetCode

Technologies

Languages: C, C++, C-sharp, Python, Java, Haskell, Rust, Javascript, Go

Currently Learning: Zig, Swift, C3, Gleam

Technologies: Apache Hadoop, MySQl, SqlAlchemy, Redis, Kubernetes, Google Cloud Platform, AWS, Docker, neovim, Obsidian, Git, Jenkins, Jira