Praniti Vakharia

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EDUCATION

University of Toronto, St. George *Toronto, Canada | Aug 2020 – May 2025*
Bachelor of Applied Science (BASc)
Major – **Computer Engineering**, Minors – Engineering Business, Artificial Intelligence

Relevant Courses: Algorithms and Data Structures, Programming Fundamentals, Computer Fundamentals, Applied Fundamentals of Deep Learning, Calculus, Software Communication and Design, Computer Organization, Signals and Systems, Linear Algebra

WORK EXPERIENCE

WEB DEVELOPER | ProofPoint | Intern | Toronto, Canada *May 2023 – Apr 2024*

- Resolve bugs and implement new features in the UI using the Ember JS framework while adapting quickly to new technologies like JIRA, BitBucket and Jenkins.
- Wrote unit tests using Mirage to ensure my changes had test coverage and coordinated with QA to get my changes get manually/ auto tested.
- Completed numerous JIRA tickets that were merged and seen through to production.

SOFTWARE DEVELOPER | Dream11 | Intern | Mumbai, India *May 2022 – Aug 2022*

- Worked in the frontend team to migrate the Dream11 app to a cross-platform application written in React Native.
- Queried APIs to receive and render real-time data about users using Flipper as the debugging platform.
- Worked exclusively for a month on the UI and backend of a specific feature that changed a user's name and integrated it into the rest of the app through react native navigation. I also improved the performance of this feature by 29% before sending it to production.

SKILLS

Programing Languages: C, C++, HTML, CSS, JavaScript, TypeScript, MATLAB, Verilog, Assembly, Python
Frameworks **:** ReactJS, React Native, EmberJS
Libraries **:** PyTorch, NumPy, Redux
Tools **:** Git, Visual Studio Code, Intel Quartus Prime, Excel, Flipper, Docker
Some experience with **:** GraphQL, AWS Amplify, Firebase hosting

PROJECTS

MAPPORAMMA | Team Leader and Co-Editor *Jan 2022 – April 2022*

- Used **C++** to develop an interactive, usable, and responsive GIS.
- Employed graphic design libraries and STL functions, as well as online databases (OSM, GTK) to add accurate routes and intuitive interface.
- Implemented pathfinding algorithms such as Dijkstra's, A* and Greedy and hill-climbing algorithms such as two-opt to find the shortest path between two points and employ a courier service.

EMOTION RECOGNITION *Sep 2022 – Nov 2022*

- Implemented deep learning techniques (**CNN, ANN, SGD+ momentum and batch-normalization**) to build and train a model that could recognize emotions (happy, sad, neutral, fear, surprise, excitement) given an image of a person's face.
- Used 4500+ images to train the model and collected 400+ new images to use as testing data.
- Finetuned the hyperparameters to improve the training accuracy from 64% to 92% and achieved a testing accuracy of 80.5% on happy faces, 65% on neutral faces and 51% on neutral faces.

3072 *June 2022*

- Used **React.js** to develop a complete web implementation of an intuitive game with a clean UI that demonstrates the use of react concepts such as functional components, hooks, props and context.
- Integrated firebase into the project and used firebase hosting to run the app live.

HEYLLO *Sep 2023 – Ongoing*

- Built the complete frontend of a chatting application in **React Native** that combines the 'story' feature from Instagram with the chatting features of WhatsApp.
- Created a **GraphQL API** and Integrated **AWS Authentication** to register a user and create an account.
- Currently troubleshooting the API querying and rendering of real-time data.

WORDLE SOLVER *Dec 2022*

- Created an exhaustive, comprehensive, parameterized wordle-solver in **React Native** that takes in user-input to suggest solutions.
- Put-together several components to build the UI from scratch that demonstrates the optimum utilization of data flow in a React application.