

Pratik Kumar

910-978-7343 | [Pratik-Portfolio](#) | [linkedin.com/in/pratik](#) | [github.com/prateeeek7](#)

EDUCATION

Vellore Institute Of Technology

Bachelors Of Technology, Electronics and Communication

Vellore, TN

Aug. 2024 – 2028

Bal Bharati School

Higher Seconday Education

Bhopal, MP

May. 2021 – May 2022

EXPERIENCE

Junior Design Head

Computer Society Of India - club

April. 2025 – Present

VIT, Vellore

- Leading a team of 10+ members to design posters, brochures, and other materials for events
- Organized workshops on Figma and Canva for students to enhance their design skills
- Collaborated with other clubs to create cohesive branding for events
- Managed social media accounts to promote club activities and events

Artificial Intelligence Research

Udemy Online

May 2025 – July 2025

Georgetown, TX

- Explored methods to generate video game dungeons based off of The Legend of Zelda
- Developed a game in Java to test the generated dungeons
- Contributed 50K+ lines of code to an established codebase via Git
- Conducted a human subject study to determine which video game dungeon generation technique is enjoyable
- Wrote an 8-page paper and gave multiple presentations on-campus
- Presented virtually to the World Conference on Computational Intelligence

UI/UX Intern

Jurident

March 2025 – May 2025

VIT Incubated, TN

- Developed a user interface of healthcare app using Figma to manage health records.
- Developed a full-stack web application using Flask, React, PostgreSQL and Docker to analyze GitHub data
- Explored ways to visualize GitHub collaboration in a classroom setting

PROJECTS

World of Human Cell | Web Development | [worldofhumancells.vercel.app](#)

- Developed an interactive web application to visualize and explore human cell structures and functions
- Implemented engaging user interface with interactive 3D models and educational content
- Deployed on Vercel for fast, scalable hosting and optimal user experience

Travelian | Web Development | [GitHub](#)

- Developed a comprehensive travel planning and management web application
- Implemented features for itinerary planning, destination exploration, and travel recommendations
- Utilized modern web technologies for responsive design and seamless user experience

BiomechAI | React, TypeScript, ESP32, AI, Convex | [GitHub](#)

- Developed an advanced biomechanics analysis platform combining ESP32 sensor data with AI-powered posture and gait analysis
- Integrated real-time webcam-based pose detection using MediaPipe and ESP32 IMU sensor data collection
- Implemented Google Gemini AI for personalized biomechanical recommendations and expert insights
- Built comprehensive dashboard with real-time data visualization and professional assessment reports

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS, R

Frameworks: React, Node.js, Flask, JUnit, WordPress, Material-UI, FastAPI

Developer Tools: Git, Docker, TravisCI, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse

Libraries: pandas, NumPy, Matplotlib