

Prathik Vittal Beechanahally Prahlad

Fullerton, CA | 213-696-7196 | prathikvittal@csu.fullerton.edu | [LinkedIn](#)

EXPERIENCE:

Software Engineer | [ProTee United](#), India

Aug 2022 - July 2024

- Developed and enhanced gaming features for The Golf Club 2019 and ProTeePlay using Agile Development and Scrum, applying strong Problem Solving skills to optimize gameplay mechanics and user experience.
- Built a cloud-native technical assistance portal using Cloud Native Applications and Serverless Computing, centralizing software downloads, support tools, and documentation to reduce ticket response times.
- Implemented real-time data streaming between simulator hardware and backend services using NATS, ensuring secure communication through API Security best practices and improving latency across distributed systems.
- Collaborated with cross-functional hardware and software teams using Git based version control workflow features like branching and code reviews to design robust APIs, perform unit testing and test automation, and validate real-time data handling.
- Streamlined the RMA process by introducing automation, monitoring, and deployment workflows through CI/CD pipelines, improving turnaround time and operational efficiency.
- Managed, deployed version upgrades using automated CI/CD, ensuring 94% uptime and stability across global cloud-based environments.

Machine Learning Intern | [Comsoft Technologies](#), India

Aug 2021 - Dec 2021

- Bird Detection with ResNet: Built and evaluated bird species classification models using ResNet, incorporating Machine Learning Operations(MLOps) practices for model training, versioning, testing, and performance monitoring.
- Cattle Object Detection: Developed real-time cattle object detection systems using YOLO and CNNs, applying Test Automation, and cloud-based inference workflows to improve livestock tracking efficiency.
- Sentiment Analysis: Performed sentiment analysis on Twitter data using NLP techniques, following Agile Development practices with Unit Testing to enhance classification accuracy and social media insights.

PROJECTS:

AI SAAS Chatbot using MERN stack and OpenAI

- Developed a secure and fully responsive AI SAAS Chatbot using the MERN stack and OpenAI's GPT 3.5 Turbo, integrating Kafka for real-time message streaming, event logging, and analytics across distributed microservices.
- Containerized backend and frontend services using Docker, enabling consistent deployment, scalability, and smooth session management with features like authentication, continuous chat history storage, and real-time conversation handling with code block rendering and user controls (login, sign-up, session tracking, and chat management).

AI Personal Assistant using Next.js, Convex & Eden AI

- Developed a full stack SAAS application using Next.js with Gmail authentication, enabling users to create and interact with customizable AI assistants. Used Docker and Kubernetes, orchestrating multiple microservices (grammar checker, YouTube script generator, email writer).
- Integrated multiple AI models via Eden AI and implemented secure data storage with Convex database, including product features such as real-time updates, assistant management, subscription billing, and a fully responsive, modern UI for seamless user experience.

Smart Vote Management System using Blockchain

- Led a team to design and implement a blockchain-based voting system focused on transparency, security, and efficiency in elections.
- Developed a Solidity smart contract to handle vote validation, fraud detection, and final vote count, achieving a 97% accuracy rate in vote integrity tests.
- Architected the system for decentralized vote management, ensuring tamper-proof storage and real-time vote tallying. Additionally, implemented end-to-end encryption to secure voter data and communication channels, meeting strict data protection requirements.

CERTIFICATIONS and AWARDS:

[Google Cloud](#) | ML Engineer Learning Path, Introduction to Gen AI Learning Path, Google Cloud Computing Foundations

Gameathon | Jyothy Institute of Technology - Secured first place in a 24 hour Game Development using Unity3D, C++

I Code Python | Python hands-on workshop, NASSCOM

Artificial, Virtual and Animated Computing | Computer Society of India

EDUCATION:

California State University, Fullerton, CA

Aug 2024 - May 2026

Master of Science in Computer Science | CGPA: 3.9/4.0

Relevant Coursework: Advanced Computer Networking, Advanced Software Process, System and Software Standards and Requirements, Artificial Intelligence, Web Back-end Engineering, Advanced Blockchain Technologies

Jyothy Institute of Technology, Bangalore, India

Aug 2018 - July 2022

Bachelor of Engineering in Computer Science

TECHNICAL SKILLS:

Programming Languages: Python, JavaScript (React, Next.js, Node.js), C++, Go, Java, Solidity

Distributed Systems: Kubernetes, Docker, NATS, Kafka, REST APIs, Microservices

Databases: MySQL, MongoDB, PostgreSQL

Cloud and Tools: Google Cloud, Git, OpenAI APIs, TensorFlow, Convex, Linux

Concepts: Data Structures & Algorithms, Networking, Operating Systems, Design Patterns, System Optimization