

PRATIK CHAKRABORTY

Computer Science Student | Aspiring Software Developer
pratik061203@gmail.com | +91 6009683938 | Bhubaneswar, India | [LinkedIn](#)

Work Experience

Protrainy

May 2025 - Jun 2025

Business Development Associate

- Drove business growth by executing targeted sales strategies, leading to the identification of 5+ new market opportunities.
- Analyzed and streamlined internal operational workflows, improving project delivery efficiency by an estimated 15%.
- Cultivated and maintained relationships with key clients, contributing to a 10% expansion of the customer base.
- Linked strategic market insights with sales performance to optimize processes for sustainable organizational growth.

KIIT University & Katalyst Consortium

May 2024 - Jun 2024

Full Stack Development Trainee

- Designed and launched a personal portfolio website using the MERN stack, achieving a 95% score on Google PageSpeed Insights through code optimization and efficient data management, demonstrating commitment to performance.
- Gained practical experience by developing and deploying a full-stack web application from concept to completion.
- Implemented RESTful APIs to ensure seamless data flow and communication between the front-end and back-end.

EDUCATION

Kalinga Institute of Industrial Technology (KIIT)

Expected May 2026

Bachelor of Technology, Computer Science

PROJECTS

Text-to-Image Generator

Personal Project

- Engineered a Stable Diffusion pipeline with a novel image encoder, improving generation speed by 20% and reducing computational cost by 10%.
- Deployed ML algorithms to translate abstract text into high-resolution images, creating 50+ unique images daily.
- Built with **Python** and advanced machine learning libraries.

YouTube Clone

Personal Project

- Designed and executed a fully interactive and responsive YouTube clone using **HTML** and **CSS**.
- Architected a user-friendly YouTube clone interface, emphasizing intuitive navigation and responsive design principles that reduced bounce rate by 15% and increased user session duration by 20%.

Snake Game

Personal Project

- Constructed a classic Snake game using C++ and data structures, including player movement and collision detection, enhancing understanding of game development principles as most junior member on the team.
- Orchestrated a modular scoring system in the Snake game using linked lists and hash tables, tracking up to 500 points and enabling adaptive difficulty scaling based on player skill.

SKILLS

Languages: C, C++, Java, Python, SQL, HTML, CSS, JavaScript

Technologies: MS Azure, Microsoft SQL Server, Excel, Interface Builder

LEADERSHIP & ACTIVITIES

Vice-President, Kodewreck: Revitalized Kodewreck's mentorship program by pairing experienced coders with new members, leading to a 60% increase in active participation and improved knowledge transfer across the society.

Organizer, KIIT FEST: Co-organized a major college festival with over **10,000 participants**, managing logistics and operations for a team of 200 members.