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# Prayag Das

Entry Level Software Developer, B.S. in  
Computer Science - University of Hawai'i at  
Mānoa

## PROFILE

I have recently completed my Bachelor of Science degree in Computer Science at the University of Hawai'i at Mānoa, Department of Information and Computer Sciences. I have two years of experience in UX/UI design and have contributed in both volunteer and paid leadership roles. I have hosted several workshops for students to promote team-building, collaboration, strong UI design practices, and strong communication skills.

## WORK EXPERIENCE

### **UH Groupings - UH Mānoa Information Technology Services, Honolulu — *Web Application Developer***

MARCH 2023 - MAY 2025

I collaborated with a team of developers, using the ReactJS framework to design a new component-based user interface architecture to replace the existing Angular-based architecture for the UH Groupings service.

## VOLUNTEER WORK

### **LAVA Lab - UH Mānoa, Honolulu — *Post-Graduate Volunteer***

MAY 2025 - PRESENT

I'm currently working on an app that uses the Three.js library to render a 3D scene for use on the display walls at the LAVA lab.

## SKILLS

Collaboration

Leadership

Communication

Public Speaking

Design

Organization

Planning

Unity

## AWARDS

**Best In Class (App) - Virtual  
CodeDay Winter 2021**

**Hackathon:** For my team's  
Submarine Subscription  
Manager App

**Certificate of Appreciation -  
University of Hawai'i at  
Mānoa, Information and  
Computer Sciences**

**Department:** For "exceptional  
service in promoting and  
supporting the growth of the  
Information and Computer  
Sciences Department."

## **ACM UH Mānoa Student Chapter - Honolulu, HI — Technology and Innovation Director**

APRIL 2023 - APRIL 2024

I oversaw operations for the ACM Mānoa website and led its Software Development team. My main goal was to provide students with hands-on experience in collaborative web application development through workshops and team exercises to create functional apps for ACM Mānoa club use.

## **EXTRACURRICULAR ACTIVITIES**

### **Spartan Robotics, Mountain View High School - Mountain View, CA — 2018 Season President**

AUGUST 2017 - JUNE 2019

I collaborated with a team of students on designing and manufacturing two robots, including prototyping, SolidWorks design, software development, and competition against other FRC teams.

During the FRC 2018 season, I served as the team president, which involved additional responsibilities such as liaising with the school for on-campus events and coordinating lab meeting schedules with our mentors.

## **EDUCATION**

### **University of Hawai'i at Mānoa - Honolulu, HI — Bachelor of Science Degree, Computer Science**

AUGUST 2019 - MAY 2025

### **Mountain View High School - Mountain View, CA — High School Diploma**

AUGUST 2015 - JUNE 2019

## **PROJECTS**

### **Submarine Subscription Manager (Mobile App) — February 2021**

The Submarine Subscription Manager was my team's submission in the Virtual CodeDay Winter 2021 Hackathon. This android application allows the user to input their active subscriptions/recurring payments to keep track of their expenses over time. Our app won the "Best in Class" award for its design and functionality.

### **Mānoa Link (Web App) — Spring 2023**

For my final project in ICS 314: Software Engineering One, I worked in a team of four to develop Mānoa Link, an app whose purpose is to connect

## **PROGRAMMING LANGUAGES**

Java  
JavaScript  
Python  
C  
C++  
C#  
Dart  
R

companies to university students directly by posting job openings, internships, and other opportunities. Businesses can create a user profile and post their job listings on a page where students can view and save the ones they're interested in. Companies also have the option of adding upcoming events to their profiles, which will become visible to students when they follow companies or add jobs to their dashboard.

### **Bulleton (Mobile App) — Fall 2024**

Bulleton is a mobile app that serves as a centralized hub for users to find comprehensive information related to their specific hobbies or interests. Users can select a default hobby bulletin board with information feeds that we believe will be most useful, or they can customize their boards to display only the information they care about.

### **GUI for the Rules Of Life Engine Model (App) — Spring 2025**

The ROLE Model is a mechanistic, simulation-based framework designed for hypothesis testing and data synthesis. It empowers scientists working with multi-dimensional biodiversity data to generate and test parameterized hypotheses about the ecological and evolutionary processes shaping biodiversity patterns. The model simulates eco-evolutionary community assembly using a foundation of individual-based ecological and genetic neutral models, extended with non-neutral processes such as trait-based competition and environmental filtering.

### **3D Three Studio for LAVA Lab (Web App) — Summer 2025**

This app uses the Three.js library to render a 3D scene for use on the display walls at UH Mānoa's LAVA lab. I'm currently working on this project as a post-graduate volunteer for LAVA.

## **GAMES**

### **RISE: Corruption — Spring 2025**

*RISE: Corruption* is a 3D game made using the Unity Engine. It is the first in what hopes to be a series of games in a shared universe. You play an antivirus robot tasked with purging a computer of harmful viruses. Roam across the computer's hardware components, using WASD to move and SPACE to jump, while avoiding live wires that will deplete your three lives.

There are three distinct zones, each infected with a virus. Once you eliminate a zone's virus, a teleporter to the next section activates. On any playthrough, the order of these zones is randomized, ensuring a new experience each time you play. You must clear all three zones to win the game.

### **Void Of The Damned — Spring 2025**

*Void Of The Damned* is a 3D game made using the Unity Engine. It was my submission for the final project of my game design class. In this first-person thriller, you play as an astronaut who wakes up on an abandoned space station without any memory of how he got there. He notices that the station is slowly moving towards a black hole, and he must fix the station's critical systems to steer clear before it's too late, all while holding onto his sanity.