Prakash Kumar Jha |Roll No. ED22B059 | INDIAN INSTITUTE OF TECHNOLOGY MADRAS|

EDUCATION AND SCHOLASTIC ACHIEVEMENTS

Program	Institute	% / CGPA
(B.Tech + M.Tech) Dual Degree in Engineering Design (Currently in 3rd Year)	Indian Institute of Technology, Madras	8/10 CGPA
Class XII (CBSE)	Air Force School Agra, UP	88.9 % Passed
Class X (CBSE)	Air Force School Agra, UP	90% Passed

- Indian Olympiad Qualifier in Mathematics (IOQM) 2022 Qualifier.
- JEE Mains Percentile : 98.99 % (rank 10172 among ~ 14 lakh students) Proof: https://drive.google.com/file/d/1M-3XySaSgVtvwMqk5wxEJnRBvuWNdaI6/view?usp=sharing
- JEE Advanced ALL INDIA RANK: 5126 (among 1.5 lakh students), College Proof: https://drive.google.com/file/d/1DXq_1BwqLqszsLro5lKGEPcNsDObmxmB/view?usp=sharing

PROJECTS

Easy AI	Developed a multi-faceted AI Chat Assistant app with diverse AI personalities using React Native, backend: Next.js, and Expo as a practice for for Build with AI: Google Hackathon. (GenAI API , React Native) Github link: https://github.com/ProPrak01/EasyAI
Weather App	Weather app built for intern practice assignment with React Native using Expo. It fetches weather data from the WeatherAPI to provide current weather information in a very nice ui for a given location. Github link: https://github.com/ProPrak01/Weather-App-mobile
AI Video Sharing App	AI Video Sharing App developed using React Native with Expo. The app allows users to upload, view, and share AI-generated videos. Backend developed using appwrite Github link: https://github.com/ProPrak01/AI-Video-Shairing-Mobile-Platform
Prakash Khabar	News App developed using (React ,Vite , News API , Weather API, OpenCageData API , typescript) Github link: https://github.com/ProPrak01/prakash-Khabar
Chess Game	Chess Game developed in c , Github link: https://github.com/ProPrak01/Chess-Game
SocialMe	Social Media App (MERN Dev.) : Deployed link: https://social-me-rho.vercel.app/posts

WORK EXPERIENCE

HUD Startup (Helping U Drive) (april 2024-current)	Working as intern in HUD Startup linkedIn: https://www.linkedin.com/company/hud-helping-u-drive/?originalSubdomain=in Worked in the design and implementation of the Head's Up Display (HUD) technology, leveraging my skills in **React Native** development to create intuitive and user-friendly mobile applications that seamlessly integrate with the helmet-mounted HUD system. Currently implemented: Connection with ESP32 to app: https://github.com/ProPrak01/BLEproject Implemented google maps with app: https://github.com/ProPrak01/getLocation

POSITIONS OF RESPONSIBILITY

ACC IITM TV (Jan 2023 - Aug 2023)	Designed engaging thumbnails, posters, and graphics for IITM TV using Adobe Illustrator, Photoshop, and Figma.
CFI Envisage Coordinator-> Manager (August 2023 – Jan 2024)	Coordinated game development at Envisage, managing Unity and Blender projects like multiplayer Game, 3D Shooter, 2D Chess, and led initiatives for Shaastra 2024. **(Unity , C#)**
CFI Webops & Blockchain PM 0ct'23 - Mar24	Developed a **Web App** to scan teeth and synthesise panoramic images for real-time display, presented at the CFI Open House. (using Vue.js , Websockets , Mongo, Express, Node)
Super Coordinator Insti WebOps (current)	As Supercoord for IIT Madras WebOps team, leading digital infrastructure management, optimising website operations, and innovating solutions for an enhanced online experience. (currently)

EXTRA-CURRICULARS

Inter Hostel Sports	Represented Brahmaputra Hostel - IITM as a Basketball Team Player in the Inter Hostel Sports Schroeter.
Inter IIT TechMeet 12.0	Represented college in Inter IIT TechMeet 12.0 as contingent in **Panchayati Raj software Dev PS competition**. https://drive.google.com/file/d/1-W72m9Y_NzOk8W6acNP_TcUUUjiHcUKr/view (ThreeJS , K* algo.) Represented college in Inter IIT TechMeet 12.0 as contingent in low-prep IGDC game Dev PS competition.

Software Development Projects

FEM Software Development under (Prof. Srikanth Vedantam)	This cutting-edge project uses the **RUST** programming language and integrates the **CGAL library of C++** for intricate computational geometry calculations. Implementing **parallel** programming
Digital Twin Technology (Prof. Jayaganthan R)	Working in making **Digital Twin** using Unity c# for the 3D printer in the **New Academic complex, IITM**.
Chess Game	Created A chess game in C- language as a ED1021 project. https://github.com/ProPrak01/Chess-Game.git
CFI webOps project	Tech stack:(vue, express, websocket,mongo) https://github.com/ProPrak01/CFI_WebOps_project Worked on making a Web App for scanning patient's tooth and displaying by combining all images from different angles to make one panoramic image which shows a real image of each tooth
Multiplayer Game (PM in CFI Envisage 12.0)	Tech Stack: (c#, Unity ,Netcode (for server handling)) https://github.com/ProPrak01/Envisage_BreakAleg Showcased in Research Conclave 2023.
SKILLS	C++, Python, Javascript (React, Node,Express,postgres), Rust, C# , Unity, Github, Arduino IDE (IoT) + Esp32 Simulink,Autocad, Fusion 360, MatLab, MS Office, Figma(UI UX), Ansys, Adobe Photoshop.