

# Prakhar Agarwal

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## EDUCATION

### JECRC UNIVERSITY

BTECH IN COMPUTER SCIENCE  
ENGINEERING

Grad. June 2021 | Jaipur, India  
Cum. GPA: 8.46 / 10.0

### JAYSHREE PERIWAL HS

12TH

Grad. May 2016 | Jaipur, India

## LINKS

LinkedIn:// [prakhar-agarwal](#)

Github:// [prakhar-agarwal](#)

Leetcode:// [prakhar-agarwal](#)

## COURSEWORK

### UNDERGRADUATE

Data Structure and Algorithm  
Object Oriented Programming  
Operating Systems  
Database Management System  
Artificial Intelligence  
Machine Learning  
Computer Networks  
Discrete Mathematics

## SKILLS

### PROGRAMMING

C/C++ • Java • Python

Familiar:

ReactJS • JavaScript • HTML •  
CSS • MySQL

## ACHIEVEMENT

- Cleared 63rd National in 10 M Air Rifle Event and became renowned sportsperson.
- JECRC University MUN Special Mention Winner.

## INTERESTS

- Finding Bugs in Web Applications
- International Relations

## EXPERIENCE

### BILLDESK | APPLICATION SECURITY ENGINEER

July 2021 - Present | Mumbai, IN

- Worked on Threat Modelling, Web Application Testing and API Testing
- Found more than 50 P1 category bugs in various Bank Side and in Payment Gateway Applications.
- Involved in PCI-DSS Audit, White Box Testing and code review of codebase.
- Tools Used: Postman, BurpSuite, Coverity

### SARVADAKSH EVENT SOLUTIONS | WEB DEVELOPER TRAINEE

Jan 2021 - May 2021 | Gurugram, IN

- Developed front-end of the website using Javascript, CSS, HTML.
- Worked on generating dynamic UI through JSONs.
- Technologies: JavaScript, HTML, CSS, MySQL

## PROJECTS

### E-COMMERCE WEBSITE USING REACT

Web Development

Feb 2022 - April 2022

- Built the E-Commerce website using ReactJS, Redux and Hooks.
- Integrated the front-end with Firebase and Stripe Payment APIs and deployed the app on Netlify.
- Technologies: ReactJS, Sass, Firebase, Netlify

### AI BASED ATTENDANCE SYSTEM

Machine Learning

July 2020 - August 2020

- Building an automated attendance system for schools and colleges using dlib's face recognition algorithm having an accuracy of 99.24 percent on the LFW dataset.
- Technologies: Python, Pandas, Numpy, Cv2

### DOM PIG GAME

Web Development

July 2019 - August 2019

- Designed the game using the concepts of JavaScript, CSS and HTML.
- Along with the usage of CSS optimum styling is done.
- Technologies: JavaScript, HTML, CSS

## CERTIFICATES

- Complete React Developer in 2022 (w/ Redux, Hooks, GraphQL) (Udemy)
- Machine Learning A-Z™: Hands-On Python & R In Data Science (Udemy)
- The Complete JavaScript Course 2020: Build Real Projects! (Udemy)

## LANGUAGES

- English (Full Professional Proficiency)
- Hindi (Full Professional Proficiency)
- German (Elementary Proficiency)