

---

## EDUCATION

---

**University of California, San Diego**, La Jolla, California

**B.S. Computer Science**

**GPA: 3.92**

2015 – 2019

Courses:    – Software Engineering                      – Design & Analysis of Algorithms                      – Advanced Data Structures  
                 – Organization & Systems                      – Object Oriented Design                      – Software Tools & Techniques

---

## SKILLS

---

**Languages:** Java, C++, C, JavaScript, Python, HTML/CSS, Assembly

**Tools:** Node.js, Meteor, MongoDB, Vim, Git, Jupyter, Excel, jQuery

---

## EXPERIENCE

---

**The Design Lab**, UCSD

May 2017 – Sept 2017

**Research Assistant & Web Developer**

- ❖ Developer for a platform that gives users the ability to ask questions about their health/lifestyle and to receive feedback from gut microbiome experts and educational videos. (<https://gutinstinct-prod.ucsd.edu/info/>)
- ❖ Reduced client rendering times by over 50% (from ~18 sec) by integrating event driven, dynamic rendering of card modules.
- ❖ Created python scripts to extract user and site metrics in order to run statistical analyses from Excel sheets, saving 1 hour of work per script.
- ❖ Encouraged user retention by creating python scripts to send personalized emails to over 500 users on a weekly basis.
- ❖ Facilitated experiment among users with 4 experimental conditions in order to study how different combinations of training and learning affect question asking.

**Languages/Tools:** Meteor, Mongo, JavaScript, HTML/CSS, Python, Human Computer Interaction

---

## PROJECTS

---

**Myaló Facebook Messenger Chatbot**

May 2017 – Present

Chatbot platform to chart the progress of individuals with depressive tendencies (team of 4)

- ❖ Developing a Node.js chatbot powered by the Facebook Messenger Platform.
- ❖ Implementing daily chat flow logic through Chatfuel.
- ❖ Creating API to save user responses and send back personalized messages.
- ❖ Future work includes analyzing user data and visualizing a user's weekly progress.

**Languages/Tools:** Chatfuel, MongoDB, Express, Node.js

**Interactive UCSD Podcast Site**

Nov 2016 – Jan 2017

Web application that gives students searchable access to on-screen text and audio from UCSD podcasts. Offered 69 courses to over 380 users. (<https://github.com/prithvin/cse110projectocr>) (team of 10)

- ❖ Uses the Tesseract OCR engine to parse text from podcast videos.
- ❖ Developed a clean user interface for site's onboarding, course selection, and podcasting pages.
- ❖ Developed course favorites feature and logic for autocomplete of user queries with relevant keywords from course.
- ❖ Utilized Require.js to handle dependencies, modularize script loading, and improve performance.

**Languages/Tools:** MongoDB, Express, Node.js, JavaScript, HTML/CSS, Python

**2048 Board Game**

Nov 2015

Course JavaFX/Java GUI application recreating the famous sliding tile game by Gabriele Cirulli.

- ❖ Developed GUI and algorithm for game board using representative integer matrices.
- ❖ Board is scalable to multiple sizes and saved to disk in file.