

Prabhat Kumar Pal

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Academic Qualifications

- MS in Computer Science at *Southern Methodist University*, Dallas (2017 – 2019)
- B.Tech in Computer Science and Engineering at *Biju Patnaik University of Technology*, India (2009 – 2013)

Core Skills

- React.js, Next.js, Mobx, ReasonML, Python, node.js, HTML 5, CSS 3, JavaScript, TypeScript, React Native, Machine Learning, jQuery, Bootstrap, C#.Net, MySQL, PowerShell

Experience

- *Build Engineer at Zen3 Infosolutions America Inc. (Dec 2019 – Present)*
 - Write script to automate various stages in the deployment process. Monitor and maintain the deployment process.
 - Build front-end reusable components for the product “Assignments” (– a complete classroom management tool by Microsoft). Work on fixing bugs, writing efficient accessibility code and testing the application.
- *Software Developer at Tantrum Streets LLC. (Aug 2018 – Nov 2019)*
 - Developed independent and reusable React components using ReasonML for “Autoboard” (– a merchant onboarding platform for ISOs)
 - Developed scalable micro-service APIs.
 - Refactored entire application Autoboard, to create a fast, responsive and highly scalable web application.
 - Worked on the mobile app for Autoboard using React Native.
- *Senior Systems Engineer at Siemens Healthcare Pvt. Ltd. (Sept 2016 – July 2017)*
 - Implemented modules for a library which was being used by multiple projects process images scanned from a CT scanner machine.
 - Implemented automated test modules for multiple functionalities.
- *Senior Software Engineer at Capgemini India Pvt. Ltd. (June 2014 – Sept 2016)*
 - Build a web tool to compare databases and migrate data from one another, which helped the team to sync data with multiple environments.
 - Received ‘Best Innovative Thinking’ award for building a web tool to automate generation of more than 100 reports, thereby reducing the deliverable turn-around by 15%.
 - Designed and build a Project Tracing tool to manage different tasks of a project to make the process smooth.

Projects

- *Bouncy Ball using Machine Learning with Genetic Algorithm. (July 2018)*
 - Created a Flappy bird clone game in JavaScript
 - Using Genetic Algorithm in Machine Learning the Balls in the game learns to play the game.
 - Implemented all the algorithms and libraries in JavaScript.
- *Machine Learning demo with MNIST handwritten digits. (June 2018)*
 - A learning project to demonstrate the working of Machine Learning using MINIST handwritten digit dataset.
 - Build the entire Neural Network library in JavaScript.
- *Partitioning Random Geometric Graphs into Bipartite Sub-graphs. (Academic Project: Sept 2017 – Dec 2017)*
 - Devised an algorithm to simulate the network coverage of wireless sensors to model ad-hoc networks of varying scale across a variety of geographic areas.

Awards and Recognition

- Received quarterly achievement award for innovation twice at Capgemini.

Extra-curricular

- Participated in a Bollywood group dance performance which set the Guinness World Record for "Largest Indian cinematic dance lesson" by Capgemini.