

PRANAV CHHABRA

pranavchhabra.com | [LinkedIn](#) | [Github](#) | +1 (608) 895 1403 | pchhabra2@wisc.edu

EDUCATION

B.S. in Computer Science, UW-Madison, Wisconsin, USA

[Expected Graduation: May 2024] **GPA: 3.831/4**

DEVELOPMENT EXPERIENCE

Capital One – Capstone Partnership

App Development Team Lead & Scrum Master

[Sep 2023 – Dec 2023]

- Spearheaded front-end development and serve as Scrum Master for a 6-member Agile team, developing an innovative iOS banking app with a unique twist: integration with a video game to make banking more engaging and fun. Utilized Swift and SwiftUI for development.
- Implemented Agile methodologies and orchestrated team activities using JIRA, leading to a 15% reduction in project timeline and a 10% increase in overall productivity.
- Steer daily stand-ups, sprint planning, retrospectives, and oversee the Scrum and Kanban boards to optimize team workflows.
- Conceptualized and executed an innovative UI/UX design using Figma, seamlessly blending banking functionalities with gamification elements, resulting in a 20% increase in user engagement and a 10% boost in customer satisfaction.
- Engage in backend discussions, with a key focus on utilizing MongoDB for database management and AWS for cloud services.
- Demonstrated strong leadership and problem-solving capabilities within a dynamic development environment, successfully steering a key project to completion while enhancing team cohesion and fostering an innovative approach.

RPA Developer Intern - AiRo Digital Labs

[Jun 2022 – Aug 2022]

- Engineered automation programs using UiPath software, VB.NET, and RE Framework to help reduce human interaction, save time, and decrease the stress that comes with tedious administrative and accounting tasks.
- Created an automated Invoice Processing System - system matches incoming invoice orders against pending purchase orders, significantly enhancing operational efficiency and reducing errors before final Accounts Department processing.
- Cultivated an in-depth understanding of UiPath software and Robotic Process Automation through a month of intensive training, applying this knowledge to the tasks and projects assigned to me.

COURSE PROJECTS

ScrollHub: Web Interface for Seamless Scrolling | [HTML](#), [Node.js](#), [Material-UI](#)

[Summer 2023]

- Independently designed and developed ScrollHub, employing Agile methodologies to focus on user-centric, responsive design for seamless scrolling and intuitive navigation.
- Leveraged Material-UI to create a responsive and visually appealing user interface, streamlining the development process and ensuring cross-browser compatibility.
- Employed front-end technologies like HTML and Node.js, prioritizing scalability and performance optimization for future enhancements.

Film Finder | [HTML](#), [CSS](#), [JavaScript](#)

[Summer 2022]

- Architected and carried out a movie discovery website that presents users with movie suggestions based on customized interests, utilizing web technologies such as HTML, CSS, and asynchronous JavaScript.
- Integrated API endpoints to fetch genre-specific movie recommendations from TMDB API, enhancing user personalization and engagement.
- Incorporated responsive design and user interactivity through like/dislike features, showcasing front-end development skills and focusing on user experience (UX).

Pet Products Online Store | [HTML](#), [CSS](#), [MySQL](#), [PHP](#)

[Fall 2021]

- Led a two-member team in the collaborative creation of a responsive e-commerce website prototype for pet products, employing HTML, CSS, MySQL, and PHP.
- Orchestrated the database design and integration, executed a user management system, and applied web development best practices to ensure seamless front-end and back-end interaction.

SKILLS

Technical: Java, JavaScript, AWS, React.js, Material UI, Swift, SwiftUI, OOP, C, HTML, CSS, Git, MySQL, PHP, Agile, Jira