

PRANAV CHHABRA

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EDUCATION

B.S. in Computer Science, University of Wisconsin - Madison, 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 a 6-member Agile team in developing "*MonsterRewards*," a cutting-edge iOS banking app integrating game-like elements to revolutionize user engagement. Spearheaded the development using Swift and SwiftUI, achieving a 20% increase in user engagement.
- Implemented Agile practices across the team, utilizing JIRA to streamline project workflows, which reduced the project timeline by 15% and boosted productivity by 10%.
- Directed daily stand-ups, sprint planning, and retrospectives, enhancing team agility and efficiency. Managed both Scrum and Kanban boards to ensure optimal team workflows and project tracking.
- Designed and implemented a novel UI/UX using Figma, which combined traditional banking functions with interactive gaming elements, enhancing customer satisfaction by 10%.
- Enhanced backend functionality by optimizing MongoDB queries and integrating AWS services for improved scalability.
- Cultivated a team environment that encouraged innovative problem-solving, leading the project to successful completion and significantly improving team cohesion and project delivery.

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