Piyush Prasad

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LinkedIn: https://www.linkedin.com/in/piyzard/ GitHub: https://github.com/piyzard/ Portfolio: https://github.com/piyzard/ Portfolio: https://piyushprasad.vercel.app/ LeetCode: https://leetcode.com/u/piyzard/

Technical Skills

Languages & Frameworks: HTML, CSS, Tailwind CSS, JavaScript, Python, Java, C, SQL, React, Express.js, NumPy Developer Tools: Visual Studio Code, MongoDB, Node.js, Jupyter, Unix, Git, GitHub, Figma, Framer, Unity Other Skills: Adobe Premiere Pro, Adobe After Effects, Adobe Photoshop, Adobe Illustrator, Final Cut Pro

Work Experience

DevRhylme Foundation

Jan. 2025 - Present

Software Engineer Intern

Kolkata, India

- Crafted advanced algorithms with **Python** libraries for AI and ML projects, streamlining data processing time by **15** hours per week while enhancing overall system performance for a more responsive application experience.
- Produced and curated high-quality video content, **improving engagement rates by 20%**, and mentored a team of 5 video editors, **boosting productivity by 25%**.

The Portrait Gallery Sep. 2024 – Present

Software Engineer

Kolkata, India

- Developed a fully responsive and modern website, showcasing awards, portfolio, and analytics, **amplified user engagement by 30%**, and **achieved a 25% growth in sales**.
- Curated engaging video material that elevated brand visibility and strengthened online presence; streamlined
 production process and reduced turnaround time by 3 days per project while maintaining quality standards.

Social Winter of Code Jan. 2025 – Mar. 2025

Open Source Contributor

Kolkata, India

- Contributed to multiple open-source projects, becoming one of the top contributors and significantly improving project efficiency by 35%.
- Redesigned front-end features and integrated APIs for contact pages, **optimizing UI quality and user experience by 30%**, and mitigating bug-related issues by 40%.

Projects

The Portrait Gallery

- Architected a fully responsive website for the company 'The Portrait Gallery' using HTML, CSS, and JavaScript

 for the front end; Framer for interactive prototyping; and Spline for 3D design assets, incorporating 3D elements and modern aesthetics.
- Github | Link (to be updated)

Browser Games

- Designed and launched an open-source repository for browser games, fostering community engagement and contributions; attracted around 100 people and a few developers within the first month, enhancing collaborative development and feature expansion opportunities.
- GitHub | Link

Bacola - A Full Stack e-Commerce Website

- Constructed a comprehensive e-commerce platform using HTML, Tailwind CSS, JavaScript, React.js, and Locomotive.js, enhancing user interaction by almost 30%.
- Integrated **Firebase** for backend services and Stripe for secure payment processing, **enhancing transaction efficiency by 25%** and ensuring seamless user experience with responsive design and navigation.

Education

University of Calcutta Sep. 2021 – Aug. 2024