L Pranau Kumar

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EDUCATION

Vellore Institute of Technology

Vellore, India

Bachelor of Technology in Computer Science Engineering; CGPA: 9.11

Jul. 2015 - Apr. 2019

AECS Magnolia Maaruti Public School

Bangalore, India

Higher Secondary (CBSE) in PCM with Computer Science; Percent: 93.8%

Apr. 2013 - Mar. 2015

St. Paul's English School

Bangalore, India

Senior Secondary (ICSE); Percent: 95.2%

Jun. 2010 - Mar. 2013

EXPERIENCE

Wimera Systems Pvt. Ltd.

Bangalore, India

Software Engineering Intern

May 2017 - Aug 2017

• Dashboard App: Instrumental in the development of a web based dashboard for realtime visualization of sensor data from industrial machines. Created using d3.js, MySQL, node.js and Angular.

ACM - VIT Chapter

Vellore, India

Research Division, Core Team

Aug 2016 - Jan 2018

• Machine Learning in Cybersecurity: Involved in the research and development of a desktop application that detects malware using behavioural analysis.

TECHNICAL SKILLS

- Languages: Python, C, C++, SQL, PHP, BASH, R, Javascript, Java
- Libraries, Tools & Frameworks: OpenCV, Git, node.js, d3.js, Angular, C++ STL, NumPy

NOTABLE PROJECTS

• Reddit Recommender System

Ongoing

Working on a system that uses an RNN and LSTM to analyse user comments and recommend subreddits.

Data Mining of Reddit Corpus

Completed Nov 2017

Scraped /r/india comments to perform sentiment analysis of various political events and used the Pushshift Reddit dataset to mine comment patterns on Reddit.

• Insurance Management System

Completed Nov 2017

Developed a system for an Insurance Management Company using PHP, MySQL, Bootstrap & jQuery and hosted it on a public cloud provider.

• Smart Traffic Management System

Completed May 2017

Developed a hardware prototype of a smart traffic controller using a Raspberry Pi and image processing. Also developed an analytics website that can collect, mine and visualize data from multiple such hardware units.

• Anime Character Recognition using Haar-Cascade Classifiers

Completed May 2017

Trained Haar-Cascade Classifiers on Japanese cartoon characters to make a tool that recognises a character and the series the character is from.

• Simulation of a p2p Protocol in NS2

Completed Apr 2017

Studied the working of the BitTorrent protocol and developed a Tcl script for NS2 to simulate the protocol's working.

• Two Parameter Dijkstra's Algorithm

Completed Nov 2016

Modified Dijkstra's Shortest Path Algorithm to make it find the shortest path in a weighted graph with two independent cost values for every edge.

NOTABLE ACHIEVEMENTS

- 1st place in ProGeek 1.0 conducted by GeeksforGeeks. (Aug 2017)
- 2nd place in VIT Makeathon 2017. (Feb 2017)