

# Pranav Ramesh

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<b>EDUCATION</b>	<b>University of Michigan</b> , Ann Arbor, MI <i>Bachelor of Science, Computer Science</i> <b>Michigan State University</b> , East Lansing, MI <i>Bachelor of Science, Computer Science Preference</i>	September 2019 – April 2022 Cumulative GPA: 3.72 August 2018 - May 2019 Cumulative GPA: 4.0
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## ACHIEVEMENTS

User Experience Research and Design Specialization, AT&T Faculty-Staff Instructional Technology Award, MSU Honors College, IB Diploma, High School Diploma, NHS Scholar

## RELEVANT COURSEWORK COMPLETED/CURRENTLY TAKING

- CS: Human-Centered Software and Design and Development (EECS 497), User Interface Development (EECS 493), Information Retrieval & Web Search (EECS 486), Software Engineering (EECS 481), Intro to Computer Security (EECS 388), Foundations of Computer Science (EECS 376), Introduction to Computer Organization (EECS 370), Data Structures and Algorithms (C++ Advanced/EECS 281), Programming and Intro Data Structures (C++ Intro/EECS 280), Introduction to Statistics and Data Analysis (STATS 250), Programming in C (CSE 220), Introduction to Engineering Design (EGR 100)
- UI/UX: Introduction to User Experience Principles and Processes, Understanding User Needs, Evaluating Designs with Users, UX Design: From Concept to Prototype, UX Research at Scale: Surveys, Analytics, Online Testing, UX (User Experience) Capstone

## RELEVANT EXPERIENCE / ACTIVITIES

**IBM**, Chicago, IL  
*Brand Technical Sales Specialist* June 2022 – Present

**Guild Education**, Virtual  
*Client Services Consulting Intern* June 2021 – September 2021

- Laid the foundations for a reusable Monthly Business Review Template to have repeated discussions with our team's client: Disney. Within this project, included a strong mix of trackable quantitative metrics, associated Excel visuals, and qualitative talking points.
- Outside of this project and on a more regular basis, also aided team members with constructing Excel documents, set up meetings with team members and non-team members alike to gain multiple perspectives on brainstormed ideas, and overall, became more aware with how client services consulting operates internally under a professional setting.

**Project Ignis**, Virtual  
*Consulting Project Manager* August 2020 – January 2021

- Co-led an intercollegiate client service team of fellow consultants to provide market research and social media services for a re-emerging care package company (The Junk Box) based out of Chicago.
- Aided in project tasks, planned/organized weekly meetings, managed workflow, and set up clear/decisive assignments for the team to follow.
- Also personally collaborated and worked with a software company (Appsomatic) to aid with web-design and wireframes for the project.

**Michigan Business Group**, Ann Arbor, MI  
*Consultant* January 2020 – April 2021

- Provided consulting services for an upcoming VN game studio during their transition from an LLC to an S-Corp while also being educated on accounting and startup practices. More recently, also worked on a second project for the same company by assessing whether R&D tax credit could be acquirable with respect to their internal structure.
- Within MBG, engaged in weekly market analyses, exercised casing techniques, analyzed and learned how to navigate financial records of public companies, etc.

## SKILLS

- C++, C, HTML, CSS, Python, JS ( + Vue.js & React Native.js), SQL, R, and Swift
- MS Word, Excel, PowerPoint, Sketch, Figma, and AdobeXD
- Proficient in English, Spanish, Hindi, and Tamil
- Adept with GitHub and working on Open-Sourced & Closed-Sourced Projects alike
- Experienced in working as a team with others on technical and business related projects/tasks.

## PROJECTS

August 2015 - Present

- Euchre Card Game, Image Resizing Program, Online Waiting Queue Program, Treasure Hunt Simulator, Zombie Apocalypse Simulator, Log Entry Manager, and Pokémon simulator (TSP/Prims) using C++
- Worked on Bus Assistant app for UM Transportation under Google Assistant/Dialogflow using DoubleMaps API
- Cryptography Interpreter, XSS/CSRF/SQL Injection Simulator, Hard Drive Forensics Project, Assembly to Machine Language Converter, Cache Simulator, Pipeline Implementation, iTunes API Artist Search Website, Covid Comets Game (like "World's Hardest Game"), + more.
- Currently (Summer 2022) launching a self-made Food Recipe app onto the Google Play Store to gain product management experience. Using React Native under an Expo environment to develop, Adobe XD to create wireframes, conducted user surveys/interviews/testing, and marketed through Facebook/Google advertising.