PRANAV SANGANI

pranavsangani
pranavsai.sangani@gmail.com
pranav-sangani

EDUCATION

Purdue University, *Bachelor of Science in Computer Science* — May 2028
Downingtown STEM Academy – GPA: 4.2/4.5, SAT: 1530/1600 (99th percentile) — June 2024
University of Pennsylvania, *Wharton Global Youth Data Science Academy* — June 2023

SKILLS

Languages
Python, Java, C, HTML
JavaScript, CSS, R

Frameworks & Libraries
React, Git, GitHub

EXPERIENCE

DEEPSEAS (Drone Enabled Environment Patrol & Surveillance Edge AI System) — Oct 2020 – June 2024

- A patent pending underwater drone system designed to help locate and report IUU (Illegal, Unregulated, Unreported) fishing in MPAs (Marine Protected Areas).
- Equipped with cameras, transmitters, and sensors, allowing it to locate fishing vessels using audio and visual input.
- Utilizes a Jetson Nano embedded system to operate AI audio and visual functions for sensory input and information processing.

GCL AI Summit - *CapitalOne Hall* — September 2022 - June 2023

- Spearheaded the Business portion of a 250–350 person charity AI Conference Summit hosted @ CapitalOne Hall.
- Promoted by NBC-4 to students from Title-1 Schools in the local VA and MD area, covering various AI subjects.
- Featured speakers including an Assoc. Justice for the DC Superior Court, a Director @ Meta, and a Sr. Mgr @ NVIDIA
- Received sponsorship funding from Google, Meta, IntelAI, and AWS to help with renting and other logistical fees.

PROJECTS

Sorting Algorithm Visualizer

- Developed a website using React featuring JavaScript (ES6+), HTML, and CSS to display various sorting algorithm models with interactive real-time animations.
- Designed Merge (top down and bottom up), Quick, Insertion, and Bubble sorting algorithms with a user-friendly interface with responsive buttons for selecting different sorting methods and generating new randomized arrays.

Personal Website

- Created a personal website using HTML, CSS, and JavaScript, React to showcase GitHub, resume, and LinkedIn content.
- Modeled after Windows XP operating system featuring MS Paint, Spider Solitaire, and Minesweeper.

All-Pro NFL Predictor

- Developed a model to predict the likelihood of a player being selected for the NFL All-Pro award utilizing a mix of lasso regression, neural networks, and random forest modeling.
- Programmed a script in Python to scrape the NFL player statistics from Pro Football Reference to use as training data for the model.