Pranav Acharya

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Summary

Computer Science student with a 9.01 CGPA, experienced in SaaS development, deep learning research (1 publication), and building scalable systems using Kafka and Spark. Well-versed in CI/CD pipelines, cloud-native tools, and modern development practices. Seeking opportunities in software engineering and applied AI to drive innovative, high-impact solutions.

EDUCATION

PES University, Bengaluru	2022 - 2026
Bachelor of Technology in Computer Science: CGPA: 9.01	
BASE Sahakar Nagar: 2nd PUC 96.8%, State RANK 18	2020 - 2022
Vidyaniketan School. Bengaluru: ICSE 97%	2010 - 2020

EXPERIENCE

Software Development Intern at GoWarm

Present

Developing features for a SaaS platform in an agile, paid remote role using Python, React.js, MongoDB, Spring Boot, and Azure, contributing directly to the production codebase. Built and integrated a new feature in the company's plugin and platform, handling end-to-end development across frontend, backend, and database layers. Fixed bugs, enhanced the main dashboard UI, redesigned the Chrome extension layout for better usability, and actively participated in daily stand-ups to support fast-paced production releases.

Summer Internship at CDSAML

2024

Worked on a deep learning hybrid model using GRU and CNN for predicting tags of Stack Overflow questions. Contributing to a paper publication.

Head of Design in Encode Al

Led the design team, overseeing the creation of the main event poster, club logo, and event ticket passes. Managed the recruitment and mentoring of junior designers, ensuring alignment with the club's creative vision and design standards.

Part of Design Team in Alcoding Club

Designed weekly contest posters and social media graphics to ensure consistent club branding.

Projects

- Campus-Surveillance-System-using-YOLOv11-and-ByteTrack-for-Real-Time-Object-Tracking Developed a state-of-the-art surveillance application utilizing YOLO object detection and ByteTrack for real-time threat monitoring and anomaly detection with React frontend and Python backend. [GitHub]
- Agricultural Yield, Price Forecasting, and Crop Disease Detection System 1st place hackathon project implementing SARIMAX and deep learning models (CNN-ResNet, Transformers) for agricultural forecasting with FastAPI backend and React frontend. [GitHub]
- EmoStream: Concurrent Emoji Broadcast Designed a real-time emoji aggregation system for live sporting events, capable of processing billions of emoji reactions concurrently. Leveraged Apache Kafka and Apache Spark for scalable, event-driven architecture. [GitHub]
- ARVR Battleship Game Online Developed a real-time 1v1 online battleship game using Three.js for 3D rendering and Firebase for backend services. Implemented real-time multiplayer functionality and deployed on Vercel. [GitHub]
- Enhanced RAG System for YouTube Developed a multimodal retrieval-augmented generation platform with dual operation modes (RAG/Agent) that dynamically extracts knowledge from YouTube videos using advanced prompting techniques. [GitHub] (Paper being published based on this research)
- Advanced Reinforcement Learning for Ultimate Tic-Tac-Toe Implemented neural networks and PPO algorithms for an Alpowered game with three difficulty levels and responsive UI. [GitHub] (Paper being published based on this research)
- **Application Monitoring Dashboard** A comprehensive log analytics and monitoring platform built using modern cloud-native technologies including Kafka, Prometheus, Loki, and Grafana for real-time application performance insights. [GitHub]
- Course Registration System Developed a robust course registration platform using Maven and Spring Boot, implementing secure user authentication and efficient course management features. [GitHub]
- Sports Management System Built a professional sports management platform with a polished UI using React for the frontend and MySQL for the backend. [GitHub]
- Food Recommendation Website Designed and implemented a responsive front end using the MERN stack, featuring advanced routing for a seamless user experience. [GitHub]
- Paper Publication Automating Tag Prediction in Stack Overflow Using Machine Learning and Deep Learning Techniques, accepted for publication at ICTIS 2025 (Bangkok, Thailand).

CIZITIO

Web Development: HTML, CSS, JavaScript, React, MERN Stack Design Tools: Canva, Photoshop Data Structures, Algorithms: C++, C, Java, Python Database: MySQL, SQL, MongoDB Machine Learning: Deep learning, RAG, Generative AI, Model Development Computer Vision: YOLO, Ultralytics, Vision Transformers OS: Linux, Windows Big Data: Hadoop, Kafka, RabbitMQ, Apache Spark Cloud: AWS DevTools: VSCode, Git, Docker, Postman, CI/CD pipelines, Maven, Spring Boot, WSL Networks: TCP/IP, OSI model Languages: English (Fluent)

ACHIEVEMENTS

Awarded the CNR Scholarship for all five semesters (top 20% of batch) | Won 1st place at Arithemania 4.0, Shunya's flagship hackathon conducted by the PES CSE department, leading a team of 4 among 120 teams | Participated in and organized various hackathons | Won multiple art competitions | Completed SUPW (Social Service) at PAPCP for two months