



Pranav Acharya

pranavacharya360@gmail.com | 7022939074 | Bengaluru, Karnataka, India |  pranavacchu |  pranavacchu

SUMMARY

A motivated sixth-semester engineering student with a strong passion for integrating creativity with technology. Proficient in web development and design, with advanced skills in HTML, CSS, JavaScript, React, and design tools such as Canva and Photoshop. Experienced in multiple programming languages, including C++, C, Java, Node.js, and Python. Well-versed in machine learning, generative AI, and deep learning concepts, with a focus on leveraging these technologies to address complex challenges and drive innovation.

EDUCATION

PES University , Bengaluru	2022 – 2026
Bachelor of Technology in Computer Science: CGPA: 8.96	
BASE Sahakar Nagar : 2nd PUC 96.8%, State RANK 18	2020 – 2022
Vidyaniketan School , Bengaluru: ICSE 97%	2010 – 2020

EXPERIENCE

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 AI

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

Contributed to the design of weekly contest posters and social media posts, ensuring visually engaging and consistent branding for the club's online presence.

PROJECTS

- **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. [\[GitHub\]](#)
- **Sports Management System** — Built a professional sports management platform with a polished UI using React for the frontend and MySQL for the backend. [\[GitHub\]](#)
- **Chat Server Using SSL** — Developed a chat server with SSL encryption to provide secure and private communication channels. [\[GitHub\]](#)
- **FTP-SSL Server Using C** — Built a secure file transfer protocol server with SSL encryption to ensure safe and reliable file transfers. [\[GitHub\]](#)
- **Food Recommendation Website** — Designed and implemented a responsive front end using the MERN stack, featuring advanced routing for a seamless user experience. [\[GitHub\]](#)
- **Lock System Using C++** — Created a secure lock system incorporating a password generator for enhanced user authentication and security. [\[GitHub\]](#)
- **Schemes Management System Using C** — Developed an efficient recommendation system utilizing a binary search tree for fast retrieval and management of schemes. [\[GitHub\]](#)
- **Paper Publication** — *Automating Tag Prediction in Stack Overflow Using Machine Learning and Deep Learning Techniques*, accepted for publication at ICTIS 2025 (Bangkok, Thailand).

SKILLS

Web Development: HTML, CSS, JavaScript, React, MERN Stack **Design Tools:** Canva, Photoshop **Data Structures, Algorithms:** C++, C, Java, Python **Database:** MySQL, SQL **Machine Learning:** Deep learning, RAG, Generative AI, Model Development **OS:** Linux, Windows **Big Data:** Hadoop, Kafka, Apache Spark **Cloud:** AWS **Networks:** TCP/IP, SSL **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