

Pranav Shridhar

Chicago, IL

(630) 888-1927 • pranavshridhar0@gmail.com • www.linkedin.com/in/pranav-shridhar-6791801b2

<https://github.com/pranavshridhar>

EDUCATION

University of Illinois Chicago, School of Engineering (Chicago, IL)
BS in Computer Science

Expected Graduation: December 2024

Cumulative GPA: 3.21

Department GPA: 3.30

TECHNICAL SKILLS

Programming Languages: C++, Python, C, Java, SQL, F#

Developer Tools: Visual Studio Code, Git, Maven, SQLite, CMake, Arduino, .NET, Spring Boot, JIRA

Interests: App Development, Embedded Systems, Web Development, Software Engineering, Backend Development

EXTRA-CURRICULAR ACTIVITIES

Society of Automotive Engineers @ UIC - FORMULA ELECTRIC

2022-Present

- Work as part of a team to develop a in a Formula-grade electric racing car.
- implemented the hardware software of a system to process a steady stream of data from multiple sources across a Controller Area Network (CAN) Bus

Chicago Hyperloop

Project Manager

2023-Present

- Oversee the construction of the Hyperloop pod
- Advising and administering different teams working on various subsystems.
- Specialty in design and development of computer systems and communication between the pod and the control center

PROJECTS

Mythical Fortress Chess - Backend Communication - mythicalchess.com

Spring 2023

- Headed a team with three other students to implement an online multiplayer variant of the game Chess.
- Tracked progress and communicated with the stakeholders and product owners (instructors).
- Receive request via web sockets -> process with backend methods -> return output.
- Designed with Spring Boot, progress tracked with JIRA.

GeoRacer - Design Project

Spring 2023

- Led a team of three other students to design a game app that encourages users to explore their city.
- Identify prospective stakeholders, use-cases, constraints, etc., and develop requirements.
- Developed initial designs for the potential product (wireframes, class diagrams, activity diagrams)

Connect-4 Multiplayer Game

Fall 2022

- Worked as partner in a project to design a Connect-4 iteration using Java in a Client-Server architecture.
- Built game logic, information transfer and interpretation protocols.

WORK EXPERIENCE

STAPLES - Tech Sales Associate

May 2023 - August 2023

Sales floor, restocking, cashier counter management, guiding consumers with product selection, ensuring satisfaction.