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PRANAV V P

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EDUCATION

SNGCE	Kerala Technological University	August 2016 – August 2020
<ul style="list-style-type: none">• Bachelor of Technology, Computer Science Engineering (CGPA:6.95)• Coursework: Algorithms and Data Structures, Operating Systems, Networks, Machine Learning, Data Mining		

SOFTWARE PROJECTS

Personal Website: www.pranavvp10.github.io

Web Scraper

- Developed a web scraper using Python and Scrapy.
- It scrapes basic football player data of EA Sports FIFA 20 from the site sofifa.com.
- Utilized: Python, Scrapy

Flask App

- Created a Flask App that uses Spotify API.
- The App provides user registration and authentication.
- Functionalities include searching for an Artist and viewing their top songs and also allowing users to include them in their favourite artist list. It also shows current top 10 trending songs in Spotify.
- Used Flask Blueprints and leveraged caching for view functions.
- Utilized: Python, Flask, Spotify API, SQLite

Django App

- Developed a Django App that deploys a ML model.
- The model predicts overall performance value and transfer market value of a football player.
- Implemented ridge regression to make the model.
- Model implemented using ridge regression and EA Sports FIFA video game player dataset.
- Utilized: Python, Django, Scikit-learn, SQLite, Pandas, Numpy

Python Package – githubuser (<https://pypi.org/project/githubuser>)

- Published a python package that helps user to get basic details of a Github user.
- It uses Github API and requests module.
- Utilized: Python, Github API

A To do List App (<https://pranavvp10.github.io/todo>)

- Developed a basic To Do List App using jQuery and Bootstrap.
- Utilized: jQuery, Bootstrap, HTML/CSS, Git

React App (<https://pranavvp10.github.io/RatingApp>)

- Created an App using React JS and react-bootstrap.
- The app allows user to rate and choose their favourite between two different images.
- For rating the pictures it uses Elo Rating Algorithm.
- Utilized: React JS, JavaScript, react-bootstrap, HTML/CSS, Git

SKILLS

Programming Languages and Technologies: (*proficient*): Python, JavaScript, HTML, CSS, Git (*familiar*): C, C++, Node JS, React JS, jQuery, Flask