

PRANJAL KANDHARI

Software engineer
pranjalkandhari.github.io

CONTACT DETAILS

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PROFILES

- LinkedIn: bit.ly/pranjallinkedin
- CodeChef: pranjall
- HackerRank: pranjalkandhari
- Github: pranjalkandhari

ACADEMIC BACKGROUND

Bharati Vidyapeeth's College of Engineering, New Delhi (GGSIPU)

BTech Computer Science
(August 2017 - May 2021)
CGPA-7.5/10 (Till 6th Semester)

SKILLS

- Competitive Programming
- Data Structures and Algorithms
- JUnit (Java Framework) for Automating software tests
- UI testing using Cypress framework in Javascript.
- Data handling and Analysis using Python (Pandas, Matplotlib, CSV)
- Firebase (using Python)
- SQL, SQLite and APIs
- Python/C++/Javascript/Java/C
- Arduino Programming

CERTIFICATIONS

- CodeChef's Data Structures and Algorithm Program (Foundation Level): 575/750

VOLUNTEERING WORK

- Given Workshops for Introduction to competitive programming under BVPIEEE
- Organising member at WIE Hack, 2018 an all women hackathon in BVCOE

EXPERIENCE

Goldman Sachs (Joining as SWE in Summer 2021)

Software Engineering Intern | February 2021 - July 2021

- Working on Marcus Quality management team to automate UI testing using Cypress Framework in Javascript.
- Learning/technologies used: Cypress, Cucumber, HTML

Software Engineering Intern | May 2020 - June 2020

- Worked on Marcus Quality management team to automate software tests. (Created automation tests for 15 scenarios)
- Automations created significantly Reduced Engineering Effort and Time used to manually test the features. (Each Test take approx 5-7 minutes when done manually each time a feature is updated). Also, parallel testing is now possible.
- Technology used/learned: JUnit, Serenity BDD, Swagger API framework, Jira (for bug testing lifecycle), Java and Git.
- Learned to write Production level (Object Oriented) code.

Defence Research and Development Organisation

Research Intern | June 2019 - July 2019

- Worked on Image processing project (Image watermarking techniques). Technology used: MATLAB

ACHIEVEMENTS

- 1st Prize (out of 700 teams) at Rajasthan Hackathon (Digifest 2018) at Bikaner in July 2018, our team was granted funding of \$20,000 by the Rajasthan Govt. for research purposes.
- Global Rank: 51 (College Rank: 1) out of 2386 participants in CodeChef's October Lunch Time, 2019.
- 4 stars on CodeChef (Max rating: 1878)
- 1st Prize of 300 USD (to the team) at the ZEIT category of Hack CBS, held on 19-20th October 2019.

PROJECTS

PDF TO AUDIOBOOK CONVERTER: (Team project)

Developed a web app to convert a given pdf (by uploading it to the web app) to an audiobook with music player features. Two approaches were used and compared to extract text from PDF in terms of accuracy and speed: OCR and Text extraction. (Python, NodeJS, GTTS (Google Text To Speech), PyTesseract) GitHub: github.com/pranjalkandhari/PDF-to-audiobook

CAR DODGE GAME: Car dodge game using PyGame.

A car game in which we have to dodge objects to increase our score. Learned and applied concepts of game development using PyGame. (Python, PyGame). GitHub: bit.ly/pkCarGame

SNAKE BOT: Robot with a shape similar to snake using servo motors (Team Project)

Arduino-based IOT project aiming to better disaster management in post-earthquake time: Rajasthan Hackathon (Arduino: C Language). GitHub: bit.ly/snakebotproject

SMART TRAFFIC LIGHT MANAGEMENT SYSTEM FOR EMERGENCY VEHICLES: (Team project)

GPS tracking of Emergency Vehicle's drivers (using their smartphone) to adjust traffic lights to reduce travel time. Technology Used (my part): Python (to code logic), Firebase