PRANSU DASH

STUDENT, TECH DEVELOPER

CONTACT

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TECHNICAL SKILLS

Java
C++
Python
HTML, CSS
Javascript
iOS, Android Dev.
GIMP/Photoshop
Scheme
MySQL

ACCOLADES

2016 AP Scholar with Distinction

2016 Santa Clara Valley Science and Engineering Fair - IBM Computing Award (See projects)

2015 Santa Clara Valley Science and Engineering Fair - 2nd Place in Engineering

2014, 2015 FIRST Robotics Competition - Two-time World Championships Qualifier

2013 FIRST Lego League NorCal Champions, World Championship Qualifier

EDUCATION

2016 -2020 (expected) — **University of California, Berkeley**
Bachelor of Arts, Computer Science
GPA 4.0
Courses Completed: CS61A (SICP)

2012 - 2016 — **Lynbrook High School**
GPA 4.2

EXPERIENCE

CS 61A Lab Assistant, August 2016 - present
UC Berkeley
Help students in UC Berkeley's SICP (CS 61A) course in lab section for 3 hours per week. Answer any questions related to programming approaches, syntax of languages used, and computer science abstract topics.

Board Member, 2013 - 2016
American Youth Soccer Organization (AYSO)
Organized teams, served as communication channel between coaches, teams, and board. Organized several events such as the World's Largest Pick Up Game (2015).

Computer Science Intern, Jun 2015 - Aug 2015
Scry Analytics
Built a natural language processing module for real-time lexical analysis of customer service phone conversations. Completed a working prototype and a market analysis for product development in a 2 month timeframe.

Android App Developer, Jun 2014 - Aug 2014
Dabkick
Migrated video playing and sharing features from Dabkick's iOS app to Android. Integrated YouTube video support and used Google APIs to gain support for VEVO music videos.

PROJECTS

IoT Keys - Created during the October 2016 IoTHacks hackathon at UC Berkeley. My team's project was to create a "virtual key" as a means of access to different locks. For example, your smartphone can act as a key, via the internet, to your home and your door will unlock for you only if you have your phone on you. Our extension of this applies to package deliveries; by using your phone as a key to your package, we can prevent package theft. I worked on some electrical components of this project like the physical lock system, using an HTTP Server for data transfer, as well as building the Android application for our demo.

ClickMore - Started in December 2015, this project is my sole venture as an application that crowdsources media as a means of advertising. It works by having users allowing me to put ads/banners on their pictures/other media and then posting those to social media platforms. Their friends on these platforms will then see these ads as a form of word-of-mouth advertising, a much more effective method of advertising than is currently used. Android app is under development.

Traffic Nets - A science/engineering project conducted in 2015-2016 with my sister. We looked at automobile traffic and found a way to improve the way traffic is directed. By analyzing real-time traffic statistics, we could cluster drivers with similar destinations and driving styles. By directing these clusters in different routes, traffic congestion can be avoided and travel time can be reduced because everyone is not only on the shortest route but also the most optimal one. Our project won the IBM Award for Computing at the 2016 Santa Clara Valley Science and Engineering Fair.