

Pratham Sitoula

Software Engineering Student



Portfolio



pratham124



pratham-sitoula



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PROJECTS

NAVIGATION SYSTEM | COURSE PROJECT | C++

2022

- Implemented a navigation system that allows the user to scroll around the map of Edmonton, to select start and end points of a trip.
- The route-finding server computes the shortest path between the two(or nearest points to them in the road network) using Dijkstra's algorithm, and returns the route information (coordinates of the way-points along the shortest path) to a plotter program.
- Inter-process communication(IPC) between the plotter program and route-finding server is done via a Pair of Pipes.

TIKTIK | PERSONAL PROJECT | NEXT TYPESCRIPT TAILWIND SANITY REDUX

2022

- Social media application that gives users the ability to upload videos, view videos, search for videos or users, comment on videos and like videos.
- Google Auth is used to login/logout users, and redux is used to persist the log state on reloads.
- Sanity is used to manage all the content for the application, and Next API routes connects the frontend to sanity database in order to render content on the viewport.

REGIONAL EXPLORER | PERSONAL PROJECT | JAVASCRIPT SASS

2022

- Created an application that allows user to explore different regions and view information about the countries that reside in them.
- Users are able to bookmark countries, which are stored in local storage.
- MVC architectural pattern was used to organize the code into server and client side; A controller was used to connect the two components together.
- Restcountries API was used to gather information about the countries, while Google Maps API was used to render a dynamic map on the DOM.

PORTFOLIO | PERSONAL PROJECT | JAVASCRIPT HTML CSS

2022

- Implemented UI/UX and responsive design principles.
- Contains an about me, tools and project section; Alongside a contact form.

WORK EXPERIENCE

AMERICAN EAGLE | SALES ASSOCIATE

June 2019 – December 2019 | Edmonton, Canada

- Communicated effectively with co-workers and 100+ customers per shift; delivered high-level of assistance during peak service hours by using quick-thinking and multitasking skills.
- Processed 2k daily in cash, credit, and debit transactions.

HARRY AINLAY HIGH SCHOOL | SERVER

September 2019 – March 2020 | Edmonton, Canada

- Served 100+ students food daily in a fast-paced cafeteria.
- Communicated effectively with other volunteers and chefs to keep up with high demand for food.

SKILLS

PROGRAMMING

C++ • HTML • CSS • Python
• MySQL • JavaScript • TypeScript

LIBRARIES/Frameworks

React • Redux • Sass • Tailwind CSS • Next.js

TOOLS/PLATFORMS

Git • npm • Sanity

EDUCATION

UNIVERSITY OF ALBERTA

BSC IN SOFTWARE ENGINEERING

Sept 2020 - June 2025

GPA: 3.3 / 4.0

COURSEWORK

UNDERGRADUATE

- Introduction to Tangible Computing I
- Introduction to Tangible Computing II
- Formal Systems and Logic in Computing Science
- Computer Organization and Architecture
- Software Requirements Engineering
- Object-Oriented Software Design
- Introductory Statistics for Engineering