Pratham Hebbar

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https://github.com/pratham2021 | https://pratham2021.github.io/pratham-website/

EDUCATION

University of California, Irvine   Graduation: June 2028

B.S. Software Engineering

Coursework: Introduction to Python Programming, Programming with Software Libraries, Intermediate Python

Skills: Python, Swift, Javascript, iOS Development, Web Development

EXPERIENCE

Private Tutor   **Hybrid**

Ready Tutor   May 2025 – Present

- Tutoring elementary and middle school students in Orange County and students here at the University of California, Irvine succeed in their academics

University of Michigan-Flint   **Remote**

Computer Science Research Intern for Professor Uludag   February 2023 – July 2023

- Researched artificial intelligence based intrusion detection systems and the applications of deep learning in the security space to answer how well artificial intelligence intrusion detection systems can detect cyber attacks in real-time
- Found that CNN-LSTM can correctly identify the total percentage of non-attacks and differences in terms of precision, recall, and F-score

PROJECTS

Palendar   **Remote**

Founder   April 2021 – January 2022

- Spent months working on an iOS app that simplifies the process of scheduling social engagements with peers
- Designed the app icon and app store screenshots in Figma
- Used Swift as the programming language and Firebase for remote database storage

AI Flashcards Web App   **Remote**

Headstarter AI Fellowship   July 2024 – Aug 2024

- Collaborated with another intern on a web app using Next, Javascript, Firebase, Material UI, OpenAI
- Used Next for the server-side application rendering, Javascript as the programming language
- Used Firebase for storage and retrieval, Material UI for the front end, and OpenAI to generate the flashcards

Pantry Tracker Web App   **Remote**

Headstarter AI Fellowship   July 2024 – Aug 2024

- Developed a website application using Next, Javascript, Firebase, Material UI
- Used Next for the server-side application rendering, Javascript as the programming language
- Used Firebase for storage and retrieval, and Material UI for the front-end