Pratham Parikh

prthamparikh45@gmail.com
linkedin.com/in/pratham-parikh
github.com/pratham456-ux
https://pratham456-ux.github.io/MYFOLIO

+91 72658 30809
Lunawada, Gujarat, India

Objective

Aspiring full stack developer and AI/ML enthusiast with practical experience in building scalable web applications and intelligent systems. Passionate about leveraging technology to solve real-world problems in software development and artificial intelligence.

Skills

Web Development: React.js, Node.js, Express, HTML, CSS, Tailwind, Bootstrap
Programming Languages: Python, JavaScript, C++, Java
Databases: MongoDB, MySQL, SQLite
AI/ML: OpenCV, MediaPipe, KNN Classifiers
Tools: Git, GitHub API, Postman, VS Code
Soft Skills: Problem Solving, Collaboration, Adaptability

Education

B.Tech in Artificial Intelligence & Data Science
A.D. Patel Institute of Technology (ADIT)   *2022 – 2026*
CGPA: 7.7 / 10

Experience

Web Development Intern – Brainybeam Info-Tech Pvt. Ltd., Ahmedabad   *May 2025 – Jun 2025*

- Developed a scalable e-commerce platform using the MERN stack.
- Implemented JWT authentication and role-based access control.
- Built seller onboarding and advanced product catalog modules, improving product listing efficiency by 30%.

Python Developer Intern – Softwingz Infotech, Bhavnagar   *Apr 2024 – Jan 2025*

- Created a Smart Attendance System using OpenCV and KNN face recognition.
- Designed anti-spoofing login using face liveness detection.
- Integrated a real-time dashboard with secure backend services, reducing manual tracking efforts by 40%.

Projects

AI Code Reviewer Platform
Django, React.js, GitHub API, SQLite

- Built a full-stack platform to **analyze raw code** and **GitHub repositories** using AI.
- Developed dashboards for submission tracking and intelligent feedback generation.

Portfolio Generator (SaaS)
React.js, Node.js, Express.js, MongoDB, Bootstrap

- Created a live MERN-based app for **personalized portfolio generation**.
- Included **user login**, template selection, live preview, and export functionality.

Motion Blade – Gesture Game
Python, OpenCV, MediaPipe, Pygame

- Developed an interactive **fruit-slicing game** controlled by hand gestures.
- Used MediaPipe for **real-time hand tracking** and gesture recognition.
- Built gameplay mechanics including **object slicing** and scoring system.
- Optimized for performance using Pygame and efficient event loops.

Leadership & Outreach

Event Lead – Indo Education Society   *Aug 2024*

- Organized an international event featuring 19+ universities.
- Guided 200+ students in exploring overseas education paths.

Tech Exhibitor – Gyanotsav 2025   *Mar 2025*

- Presented "Motion Blade" to 3,000+ attendees.
- Recognized for innovation in gesture-based game design.

Certifications & Courses

- **Apr 2024:** Programming for Everybody (Python), Univ. of Michigan – Verify
- **May 2024:** Python Data Structures, Univ. of Michigan – Verify
- **Oct 2024:** Intro to Web Development, IBM – Verify