PRAYANSH SRIVASTAVA

prayansh.me · Year 2 · **github.com/prayansh**

TECHNICAL SKILLS

LANGUAGES:
· Java (Android) (4 yrs)
· HTML/CSS (2 yrs)
· JavaScript (2 yrs)
· C++ (2 yrs)
· Python (4 months)

SOFTWARE:
· Eclipse
· Android Studio
· IntelliJ IDE's
· Photoshop
· Illustrator

DATABASE:
· SQL (4 months)

WORK EXPERIENCE

DEVELOPER, CO-OP (JANUARY 2017 – PRESENT)
Awesense Inc. Vancouver
· Working as a data developer tasked with creating simulation data for electrical grid data

TEACHING ASSISTANT (SEPTEMBER 2016 – DECEMBER 2016)
CPSC 210, University of British Columbia, Vancouver
· Worked as an undergraduate TA for Computer Science course teaching Software Construction using Java
· Job responsibility includes managing lab sections and hosting office hours

PROJECT TRAINEE (JUNE 2016 –JULY 2016)
Larsen & Toubro, Research and Development, Mumbai
· Worked in the R&D department at Larsen & Toubro, a Technology, Engineering, Construction and Manufacturing company
· Tasked with exploring the ROS platform and utilize ROS for various image transformation using OpenCV
· Developed a software for automated lane detection on a marked road, through a webcam/video feed

INTERN (JUNE 2015 – JULY 2015)
TCS IT Solutions, Mumbai
· Worked in the IoT department at Tata Consultancy Services IT, Software Company
· Tasked with communicating with the building's sensors built over the MODBUS protocol in a Java environment
· Developed a software which runs periodically to ascertain the building's power consumption and hourly electric usage

PERSONAL PROJECTS

SMOGON POPUPS (LEAD DEV, DECEMBER 2016)
· A chrome extension for *www.smogon.com* to display popups for abilities and items
· Makes navigation across the website easier and more intuitive

PERSONAL PROJECTS

CURRENCY APP (LEAD DEV, AUGUST 2016)
· Currently developing a light-weight live currency conversion app for Android
· Developed with Reactive Programming Principles
· Data is sourced from Fixer.io API

PLAY 10 (LEAD DEV, APRIL 2016)
· A fun twist to the age-old game of Tic Tac Toe featuring nine small boards
· Features offline multiplayer and a Player vs AI Mode
Full-stack development with a minimal UI using shapes, improving user experience

BLUETOOTH ROBODUINO CAR (LEAD DEV, MAY 2015)
· An Arduino based four-wheel differential car controlled from Android device via Bluetooth
· Built on top of a pre-made car chassis, Arduino was integrated with LED bulbs, motors and Bluetooth shield

PLAY IT (LEAD DEV, SEPTEMBER 2013)
· A light-weight Android app to play music available locally on the device
· Scans through device to find all available music and supports most audio formats
· Uses Google's voice recognition API to enable voice commands in the application
· Received over 22,000 downloads on the Google Play Store (unpublished) with a rating of 3.86/5
· Highly commended for it's beautiful UI and intuitive user experience

VOLUNTEER EXPERIENCE

HEAD OF TECHNICAL OPERATIONS AND DESIGN
Podar Summit 2014, Mumbai, India
· Led a team of 10 overlooking technical aspects and graphic design including development of the website from scratch
· Expanded the event's targeted audience tenfold
· Reduced logistic issues and strengthened the event's outreach

HEAD OF TECHNICAL OPERATIONS
Aura 2014, Mumbai, India
· Single-handedly developed the website for the event
· Increased the number of participants and budget for the event

EDUCATION

BACHELORS OF SCIENCE IN COMPUTER SCIENCE
University of British Columbia, Vancouver, Canada, August 2015 -Present

AWARDS

DEAN'S HONOUR LIST (MAY 2016)
· Awarded to students with a standing of 80%, faculty-wide

BRAND AMBASSADOR OF R.N. PODAR SCHOOL (APRIL 2015)
· Awarded to students to recognize their active participation outside academics