

# PRIYANSH AGRAHARI

International Institute of Information Technology, Bangalore

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## EDUCATION

**International Institute of Information Technology, Bangalore**

July 2024 - June 2026

*Master of Technology in Computer Science*

3.18

**Indian Institute of Information Technology, Raichur**

Dec 2020 - May 2024

*Bachelor of Technology in Computer Science*

3.51

## EXPERIENCE

**Oracle (Oracle Health)**

May 2025 - July 2025

*Project Intern*

- Worked on digitizing 20 resources of the RAI specification and rendering forms for the Long Term Care EHR application.
- Underwent extensive training on several products like Oracle Cloud, OJET, Micronaut and Oracle Visual Builder.

**GoLive Games Studios Pvt. Ltd.**

May 2022 - May 2023

*Game Programmer Intern*

- Developed efficient C# scripts using the Unity API to add features and fix bugs in 2D and 3D early-stage to live projects.
- Reduced load times and latency by 70% on an Android mobile game by optimizing load-up sequence and caching.

## COURSE PROJECTS

**Sparrow VPS** | *Kubernetes, Docker, Go, Python, Vue* | **Repo**

Apr 2025 - May 2025

- Designed a scalable cloud-native Virtual Private Server to ease the containerization and deployment process of projects.
- Implemented 6 core services for managing the application life-cycle, including repository analysis for stack detection, automated image builds, efficient deployment and monitoring.

**Bank Management System** | *C, Ncurses, pthread* | **Repo**

Sep 2024 - Oct 2024

- Engineered a multi-threaded Bank Management System in C with RBAC and password hashing using bcrypt.
- Handling up to 512 concurrent connections, implemented a client-server arch. with sockets and data serialization.
- Utilized Ncurses for a TUI and managed persistent data storage with file locking to ensure data integrity.

**EmpERP (Full Stack)** | *React, Spring Boot, MySQL* | **Repo**

Aug 2024 - Oct 2024

- Developed a full-stack app with Spring Boot, React, and MySQL, featuring RESTful APIs with JWT for security.
- Integrated core features like employee onboarding, department management, and salary administration.
- Reduced API response times by 20% by adhering to the MVC architecture and providing clear API documentation, ensuring a maintainable and scalable application.

## PERSONAL PROJECTS

**Tic Tac Toe (Web App)** | *Phaser, Pusher, Express.js* | **Repo** | **Deployment**

Oct 2023 - Jan 2024

- Deployed a real-time, multi-player game utilizing Phaser for frontend rendering and Pusher for communication.
- Increased engagement by 100% using social features such as shared room codes for gameplay and in-game chat.

**IIITR Connect (Attendance App)** | *Flutter, Python, PostgreSQL* | **Frontend** | **Backend**

Aug 2023 - Dec 2023

- Saved an estimated 15 minutes per class session by replacing manual roll call with a facial recognition system.
- Designed and built a cross-platform mobile application using Flutter to manage student attendance.
- Implemented a secure authentication system and authority-based RESTful API backend powered by FastAPI and Python.

## MENTORSHIP

**Teaching Assistant**

Jan 2022 - June 2022

*Intro to Data Structures, Programming*

IIIT Raichur

- Held 20+ interactive teaching sessions with students on various topics in data structures and C/C++ programming.

## TECHNICAL SKILLS

**Technologies:** Docker, Kubernetes, Three.js, Flutter, Qt, Spring, React, FastAPI, PostgreSQL, Unreal, Unity

**Languages:** C/C++, Dart, Go, C#, Java, Bash, JavaScript, PHP, HTML/CSS, Python

## RELEVANT COURSEWORK

- Data Structures
- Algorithms Analysis
- Artificial Intelligence
- Systems Programming
- Software Methodology
- Database Management
- Internet Technology
- Computer Architecture