

PRATEEK RAO

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EDUCATION

University of California, Irvine Sept. 2016 to Current
Bachelors of Science: Computer Science
Expected Graduation: 2020

EMPLOYMENT

Kaiser Permanente Irvine, CA
Software Engineer Intern Jan. 2020 to Current

- Developed an end-to-end web-based platform that allows radiologists to view, store and annotate medical images.
- Set up a production pipeline to process DICOM images through real-time PACS systems.
- Implemented utilities to prepare datasets for AI models.
- Incorporated core features into a dockerized React application that uses Redux, hooks and TypeScript.

UCI - Informatics Department Irvine, CA
Full-Stack Developer Co-op Sept. 2019 to Dec. 2019

- Developed a web application to cater to UCI students searching for housing.
- Implemented a backend API using Node.js and a frontend web application using React, Redux and Bootstrap
- Adopted agile methodology for the developing prototypes in two-week sprints.

PROJECTS

Measles Outbreak Predictor Jan. 2019 to Mar. 2019

- Part of a team that developed multiple ML models to predict the likelihood of a measles outbreak.
- Prepared the dataset by scraping the MMR vaccination and outbreak information from the CDC.
- Worked on training, fitting and testing decision tree, neural network, Naïve Bayes and random forest models.
- Calculated ROC statistics and confusion matrices for all models to compare performance.

PicNote (SDHacks 2018)

- Part of a team that created a web application to share pictures of notes to classmates.
- Developed a backend REST API in Flask to handle website routing.
- Optimized image loading using AWS S3 buckets in the Flask application.

Hack-Trello June 2018

- Developed an application that reminds members of Hack at UCI of pending Trello tasks.
- Used the Trello API (<https://trello.com>) to import task-related data from Trello Boards.
- Used Twilio, SendGrid and Facebook APIs to automatically send task messages.
- Developed a landing page for the sender using Flask, Jinja2, HTML and CSS.

SKILLS

PROGRAMMING LANGUAGES: Python, JavaScript, Java, C++, C
SOFTWARE FRAMEWORKS: Node.js, React.js, MongoDB, Redux, Mongoose, SQL, Flask, Jinja2, NVIDIA CLARA, Slicer3D
DEPLOYMENT TECHNOLOGIES: Heroku, AWS, GCP, NGINX, Git

VOLUNTEERING

Hack at UCI · Organizer Jan. 2017 to Current
Irvine, CA

- Planned, organized and promoted HackUCI, a yearly hackathon at UC Irvine.
- Performed data analysis using Python and GSheets API to understand event feedback from a statistical standpoint.
- Improved the productivity of the team by creating a program to automatically notify members of pending tasks.