# Shreyanshi Garg

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# Education \_\_\_\_\_

**GLA University**, B.Tech in Computer Science (Artificial Intelligence & Machine Learning) **CPI:** 7.44

Jul 2022 – May 2026

## Experience \_\_\_\_\_

Theax, DevOps Engineer Intern

- Engineered a browser-based terminal system using Docker, SSH, WebSocket, and xterm.js, enabling real-time interaction with isolated Linux environments directly within the web interface.
- Designed and integrated a dynamic challenge deployment pipeline where each terminal session is backed by a separate Docker container, supporting custom CTF-style scenarios with secure key-based SSH access.
- Developed a WebSocket server bridge using Node.js and ssh2, facilitating bidirectional communication between the front-end terminal and back-end containers for a seamless TryHackMe-like experience.
- Built and managed a scalable challenge framework with configurable Docker environments, interactive shell access, and frontend integration using Next.js, Type-Script, and Tailwind CSS.

June 2025 - August 2025

## Projects \_\_\_\_\_

#### LLM Based Agents for Workflow of Small & Medium Businesses | WordPress

- Tech Stack: WordPress
- Built a fully functional business website prototype for LLM, available at pratapepc.com
- Deployed the website utilizing BlueHost hosting services.
- Implemented WordPress plugins and optimization strategies to effectively man-age website traffic.

#### Responsive Donut Website Prototype | Figma

- Tech Stack: Figma, Canva
- Designed a high-fidelity interactive landing page for a donut e-commerce brand using Figma, focusing on clean UI, strong visual hierarchy, and engaging 3D product presentation.
- Created a cohesive user interface design system with consistent typography, color palette, spacing, and component structure to ensure visual consistency and

pratapepc.com 2

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scalability.

 Developed a responsive prototype with optimized layout and call-to-action flow, enhancing user engagement across devices, and laying the foundation for front- end implementation.

#### Responsive Zomato Food App Prototype | Figma

• Tech Stack: Figma, Canva

- Designed a mobile-first food ordering app prototype in Figma, covering the complete user journey from on-boarding to checkout.
- Implemented a clean and intuitive UI/UX across multiple appscreens, focusing on accessibility, hierarchy, and frictionless navigation.
- Created a fully interactive prototype using Figma's smart-animate and component variants to simulate real user flows.

Skills

Software & Tools: Microsoft Office, Excel, Git, Power Point, Adobe, WordPress, Figma

Design and Integration: Canva, Figma, Web UI/UX Tools

Soft Skills: Problem-solving, Rapid Prototyping, Collaboration, Communication, Management

## Achievements

**1st Position** Poster Presentation by IBM conducted amount 25+teams. **IBM ICE Day** Competed in Technical Paper Presentation among 80+ students.

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