PRANIT MOHAN KUMBHAR

Jersey City, NJ 07306 | pranit.kumbhar@pace.edu | Website | linkedin.com/in/pranit-kumbhar | 551-225-9537

EDUCATION

Pace University, Seidenberg School of Computer Science and Information Systems New York, NY
Master of Science, Computer Science (Software Engineering) | 3.8/4.0 May 2024

Datta Meghe college of Engineering, Mumbai University Mumbai, India
Bachelor of Engineering, Electronics Engineering | 6.54/10 May 2019

RELEVANT COURSEWORK

Java | Python | Data Structures & Algorithms | Web Development with React | Database Management Systems | Operating Systems

PROFESSIONAL EXPERIENCE

SPEAKHIRE New York, NY
Software Engineer Co-op (Full-stack Developer/Lead) September 2023 to December 2023
- Led the team for software development of SPEAKHIRE's Mentorship Web app using React - Typescript, resulting in a streamlined administrative procedure, and reducing processing time by 30%.
- Led project management efforts and frequent code reviews, coordinating feature releases between frontend and backend codebases to achieve synchronized updates on Production System.
- Designed and launched an admin system that expedited the matching of first-generation students with industry mentors, enhancing mentorship efficiency.
- Developed RESTful APIs to facilitate data exchange between backend and frontend codebases for 1000+ users, utilized Express framework to create robust and scalable API endpoints.
- Incorporated the Prisma ORM to maintain a unified TypeScript environment for the PostgreSQL database hosted on Azure, resulting in a 30% reduction in development conflicts and eliminating language disparities.
- Leveraged Azure services to host and deploy applications, overseeing 6 Azure CI/CD pipelines and service slots to maintain a 99.9% uptime while optimizing resource allocation for cost reduction.

Software Engineer Intern (Front-end Developer) July 2023 to September 2023
- Crafted 10+ API endpoints in frontend & created API slices utilizing Redux in conjunction with the Redux Toolkit (RTK Query).
- Designed and implemented responsive web pages using MUI, including interactive popups and intuitive CRUD functionalities for user's Profile & Documents page which improved the engagement by 25% and reduced user error rates.
- Added new programs on the platform using React Forms resulting in a smooth onboarding process for new Interns and a 20% increase in program participation.

Accenture Mumbai, India
Software Engineer (.NET Developer) January 2020 to July 2022
- Analyzed business requirements, estimated impact & developed .NET applications using Visual Studio to meet client needs.
- Led migration of C#/ .NET applications from on premise to Azure cloud, resulting in a 40% cost reduction for the project.
- Implemented integration of Power BI with RSA Archer, automating client processes, and improving team efficiency by 20%.
- Facilitated the integration of front-end practices using Angular, resulting in a 15% reduction in page load times.
- Enhanced team productivity by configuring 25+ SSIS packages to streamline database tasks and automated database operations including job creation, alert setup, and testing of recovery strategies.
- Coached and handed over RSA Archer application to 3 associate SEs, including providing a System understanding document.

TECHNOLOGY / TECHNICAL SKILLS

- Framework/Libraries: React, Express, NodeJS, Redux, Angular, .NET
- Programming Languages: Java, Python, TypeScript/JavaScript, C#, C, SQL, HTML, CSS
- Database: MSSQL, MySQL, PostgreSQL
- Software/Tools: Visual Studio, SQL Server Management Studio, Azure, GitHub
- Certifications: Az - 900 Microsoft Azure Fundamentals

ACADEMIC / PERSONAL PROJECTS

Algorithm Visualizer | React, JavaScript, Git/Version control April 2023
- Created a React web application that visualizes Dijkstra, A-star, Bubble sort, and Merge sort algorithms, providing information on each algorithm's advantages and disadvantages.

Retro - Pong Game | Lua, Love 2d, VS Code May 2022
- Basic Pong game which implements the principles of game development, including shape and text rendering (paddles and ball), DeltaTime & Velocity calculation, Game States (title screen, gameplay, menu), Box Collision, game loop, 2D Coordinate System.