PRANAV JHA

New Delhi, India | +91 73032 14136 | pranavstark215047@gmail.com | linkedin.com/in/pranav-jha-3000s | pranavjha.in

ABOUT

Applied AI builder with hands-on experience taking ambiguous problems from discovery to working software. Built AI/data workflows, full-stack products and real-time systems across creator technology, desktop AI, Android and Unreal Engine. Strong across engineering, product thinking and rapid zero-to-one execution.

EDUCATION

Indian Institute of Information Technology, Ranchi — **Expected 2027**
B.Tech, Electronics & Communication Engineering | CGPA: 7.59

Cambridge School, Indirapuram — **2022**
AISSCE (PCM) | 90%

EXPERIENCE

UPSTAGEX PRIVATE LIMITED — **Mar 2026 - Sep 2026**
Product & AI Engineer

- **AI/data layer:** Built a 10 lakh+ vetted creator dataset across 20+ attributes and 2,000+ collaboration records; designed fit-scoring, pricing and recommendation workflows.
- **Product + systems:** Owned product architecture and shipped discovery → AI-assisted brief → contract → escrow → milestone approval → payout across Next.js, NestJS, PostgreSQL, GCP and Gemini.
- **Execution:** Ran customer discovery and weekly metric reviews; iterated against activation, completion and payout bottlenecks; reached 15 brands, 30 creators and INR 5L+ processed.

APP MECHANIC — **Aug 2025 - Sep 2025**
Unreal Developer - Freelance

- **Microdose:** Translated a media/product concept into a playable game-to-episode loop and independently carried implementation from concept to Android build.

IDZ DIGITAL PRIVATE LIMITED — **Mar 2025 - Jun 2025**
Software Developer Intern

- **Engineering:** Converted ambiguous requirements into scoped, testable UE5 features; implemented gameplay, procedural generation and object pooling across release builds.
- **Performance + QA:** Used profiling and playtest data to drive fixes, contributing to 30% faster load times, 20% better frame stability, 25% lower reported friction and resolution of 90% of packaging/performance issues.

PROJECTS

AI TUTOR - WINDOWS

- **Desktop AI system:** Designed a Windows-first voice tutor around global push-to-talk, state orchestration, screen capture, live transcription, multimodal vision reasoning and spoken responses.
- **Context + interaction:** Adapted the supplied desktop-assistant architecture into a Windows-focused pipeline with multi-monitor capture, UI element point detection, non-intrusive overlays, visual guidance and interruptible TTS.
- **Engineering:** Structured the system around pluggable speech providers, streamed model responses and a secure API proxy so provider credentials remain outside the desktop client.

INTERLUDE - RESTAURANT ENGAGEMENT & MERCHANDISING PLATFORM

- **Product:** Built a mobile-first, multi-tenant restaurant platform that turns food-wait time into short games and interactions designed to influence menu discovery, add-ons, reviews and return visits.
- **Systems + AI:** Implemented venue/table flows, operator and kitchen surfaces, deterministic prize logic, event measurement, POS import and Gemini-backed menu/game drafting with operator approval; Next.js, TypeScript, PostgreSQL, Prisma and Playwright.

SEKIROWHO - SOULS-LIKE ACTION GAME

- **Gameplay AI:** Built modular enemy AI with UE5 Behavior Trees; designed combo, dodge and lock-on combat systems and tuned boss phases and progression.

SKILLS

AI / Applied AI: Python, multimodal LLM/VLM APIs, Gemini, OpenAI APIs, LangChain, RAG, agentic workflows, prompt/evaluation workflows

Software: Python, TypeScript, JavaScript, React, Next.js, Node.js, NestJS, PostgreSQL, SQL, REST APIs

Cloud / Tools: GCP, AWS, Docker, Git, GitHub, Android Studio, Vercel

Systems: Unreal Engine 5, C++, Blueprints, Unity, VR, real-time systems

LEADERSHIP & PROGRAMS

DUNGEON DEV GAME JAM - Organiser & Host (Feb 2025): closed a three-institution partnership (IIIT Ranchi x GDU x PICT Pune) for a 72-hour national game jam; managed partner alignment, scope, logistics and live execution for 500 participants.

ARCANUM - Game Dev & Design Club, IIIT Ranchi - Coordinator (Aug 2024 - Aug 2025): ran the annual club calendar, workshops and recruitment; grew active membership to 100, delivered technical sessions to 500+ students and mentored juniors through first shipped projects.