

Prabal Minotra

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EDUCATION

- **Indraprastha Institute of Information Technology** Delhi, India
Bachelor of Technology - Computer Science and Design; CGPA: 7.92/10 *November 2022 - June 2026*
- **Mata Jai Kaur Public School** Delhi, India
CBSE Class 12; Percentage: 95.6 *April 2021 - April 2022*
- **Mata Jai Kaur Public School** Delhi, India
CBSE Class 10; Percentage: 95.6 *April 2019 - April 2020*

SKILLS SUMMARY

Expertise Area	Data Structures and Algorithm, Algorithm Design and Analysis, Web Development
Languages	C, C++, Python, JAVA, JS/TS, SQL, HTML/CSS, Haskell
Tools and Technologies	Git, GitHub, VS Code, JetBrains IntelliJ, Eclipse, Arduino, Figma, React, NodeJS, Vite, Linux, MongoDB, MySQL, PostgreSQL, PG Admin 4
Technical Electives	Computer Networks, Operating Systems, DSA, Algorithm Design and Analysis, Advanced Programming, Functional Programming, Computer Organisation, Digital Circuits, DBMS, Prototyping and Designing Interactive Systems

EXPERIENCE

- **IIITD**
Undergraduate Researcher *August 2024 - December 2024*
 - Developing ReMa, a research management web application using JavaScript, HTML, and a PostgreSQL backend.
 - The platform streamlines research organization, tracking, and data management for academic and professional users.

PROJECTS

- **Vipriya - Music-Based Dating Platform:**
Developed a cross-platform dating app in React Native leveraging the Spotify API for personalised music analysis and partner suggestion using the Sørensen–Dice coefficient, enhancing compatibility by considering common interests and complementary traits. Implemented a fully functioning database using MongoDB to store user data and built a back-end server using Node.js and Express.js. [Link to code](#) (Jan-Feb 2024)
- **We Are: VR-based Therapy:**
Developed a virtual reality psychotherapy application providing hyper-realistic, personalised, cost-effective, and accessible mental health support. Built-in Unity3D using XR plugins and Oculus libraries, leveraging advanced ML through OpenAI APIs for response generation and speech-to-text and text-to-speech conversion. Implemented and deployed proxy servers in Node.js, Express.js and Python. [Link to code](#) (April-May 2024)
- **HealMe:**
A comprehensive online medicinal marketplace application developed using Vue, JavaScript, and TypeScript, featuring 15+ functionalities, integrated SQL queries, and a MySQL database. [Link to code](#) (Jan-April 2024)
- **Adjungo game:**
A Stick Hero-inspired game, developed in Java and rendered using JavaFX libraries. This project utilises Scene Builder, JavaFX, and various Java classes, with all graphics designed in Photoshop for a polished and engaging visual experience. [Link to code](#) (Nov-Dec 2023)

POSITIONS OF RESPONSIBILITY

- Convenor, 1Pixel Design Conference 2025
- Organiser, 1Pixel Design Conference 2024
- Team Lead, IEEE IIITD Student Chapter
- Web Dev Team, OWASP IIITD Student Chapter

AWARDS AND ACHIEVEMENTS

- 1st Place Trivialis Quizsoc Intras
- 1st Place in Stand-Up Open-Mic @ Induction IIITD 2022
- 1st Position, BYLD DevHaven Hackathon 2024