Prajwal Kumar K

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LinkedIn | Portfolio | GitHub | Codeforces | CodeChef | LeetCode | AtCoder

EDUCATION

Indian Institute of Information Technology, Kottayam — Kottayam, Kerala
Bachelor of Technology in Computer Science and Engineering; CGPA: 8.66/10 — *Aug 2024 – May 2028 (expected)*

TECHNICAL SKILLS

Programming: C++, Rust, Python, Java, TypeScript, JavaScript, SQL, Solidity
Frameworks and tools: Next.js, React, Axum, Tokio, FastAPI, PostgreSQL, Supabase, Neon, Docker, Git, Linux
AI/ML: PyTorch, TensorFlow, scikit-learn, pandas, NumPy, Matplotlib
Languages: English (Fluent), German, Hindi, Kannada

EXPERIENCE

Coders Club Coordinator — Jan 2025 – Present
IIIT Kottayam — *Kottayam, Kerala*
- Organized contests for 80+ participants, curated problems, and configured Codeforces Gym rounds.

Software Development Intern — May 2026 – Jul 2026
Edhanta — *Remote*
- Built and launched Edhanta's learning platform from scratch; reached 20–30 paying users by internship completion.
- Developed course progression and parent dashboards with Next.js, Drizzle ORM, and Neon PostgreSQL; added Better Auth access controls for 4 roles.
- Implemented Razorpay payments end to end: orders, checkout, verification, and subscription activation.

Openverse Technical Lead (Open Source Club) — May 2025 – Jul 2026
IIIT Kottayam — *Kottayam, Kerala*
- Led technical work and pull request reviews for 50+ Openverse contributors.
- Co-built Algorithima, a visual teaching tool used by professors for DSA and C programming courses.

Full-Stack Web Developer Intern — Dec 2025 – Mar 2026
CIO Mogul (Magazine) — *Remote*
- Built 3 magazine websites from scratch with a teammate: CIO Mogul, CIO Mogul India, and CIO Healthcare.
- Developed publishing dashboards with Next.js, React, and PostgreSQL on Supabase; automated PDF cover extraction and split double-page spreads for the magazine reader.

PROJECTS

BattleCP | *Rust, Axum, Tokio, WebSockets, Next.js* — Live | Code | CF post (+47)
- Developed a multiplayer Battleship game where solving Codeforces problems earns turns; recorded 6,922 cumulative page views.
- Implemented a Rust WebSocket server that enforced game rules, checked Codeforces submissions, limited API requests, and restored disconnected sessions.

PokeForge | *Python, PyTorch, Gen 9 OU* — Code
- Prototyped a Pokémon agent evaluation testbed with 2 pinned baselines, FoulPlay and Metamon (in progress).
- Built PyTorch MLP and Transformer policies with legal-action masks and 61 offline contract tests; simulator conformance remains under evaluation.

Bluff | *Python, PyTorch, FastAPI* — Live | Code
- Engineered a 2-player card-game simulator for evaluating bluff detection and opponent adaptation.
- Modeled opponents with Bayesian updates and trained a bluff detector; improved draw-aware score by 4.9–5.8 percentage points across 8 synthetic profiles versus a baseline without the detector.

To-Do-or-Die | *Rust, Linux, systemd* — Code
- Built a Rust deadline enforcer with 5 escalation stages and opt-in file deletion when tasks become overdue.
- Added systemd alerts, path and symbolic-link guards, and dry-run defaults; verified the Rust CLI with 48 tests.

ACHIEVEMENTS AND CERTIFICATIONS

Research: Co-authored CE-LME as first-listed author; presented at IEEE ICICI 2025. Paper.
Algorithima: selected for and presented at OOSC 3.0, IIT Kanpur (2025); team presentation, T4E 2025, IIT Madras.
Hackathon: Won Best Software Award at IEEE MACE .hack(); 2026 with Team Hogorithm (Anchor).
Programming: UNSW Battlecode 2026, equal 254th of 972 teams (Oct 2026; team bbn); IICPC 2026 team rank 3,352; ICPC 2025 team rank 2,273 (bnb); Codeforces Pupil (peak 1221); CodeChef 1463; 400+ problems solved.
Team CTFs: SuKMaDhe: HOLMES 86th/7,085 (65/65); BITSCTF 50th/859; CRACCON 24th; ApoorvCTF 26th.
Cyfrin Updraft (2025): Blockchain Basics, Rust Programming Basics, Solidity Smart Contract Development, Fundamentals of Zero-Knowledge Proofs.