

Pranjal Lokhande

pranjallokhande.com | pranjalmlokhande@gmail.com | [in/pranjallokhande](https://in.pranjallokhande) | github.com/frolicphoenix

Experience

Full Stack Developer Intern, Numero Uno Web Solutions – Toronto, ON Nov 2024 - Mar 2025

PHP, Wordpress

- Implemented custom PHP and Javascript functions for robust parsing and formatting, streamlining internal reporting and reducing manual data verification time by 30%.
- Developed an internal B2B admin dashboard in PHP that standardized date formats to YMD, enabling accurate monthly and weekly statistics from 10,000+ records.
- Developed a PHP-based CMS with secure user authentication and multi leveled admin system control for streamlined content and user management.
- Designed and implemented RESTful APIs and custom endpoints for database operations.
- Implemented a custom GUI for CSV import/export using PHP and AJAX to update and retrieve database records.
- Engineered custom WordPress themes and plugins and created tailored functions and features.
- Engaged in pair programming sessions and mentored developers to enhance team productivity.

Game Designer, Dancing Atoms – Remote Nov 2023 - Feb 2024

Unreal Engine, Prototyping

- Led level and feature prototyping using Unreal Engine, iterating quickly within 3D environments.
- Designed core game systems, mechanics, and immersive narratives to enrich player experience.
- Built detailed Design Documents and pitch decks, enhancing project focus.
- Coordinated world-building elements, adding depth and cohesion to the game universe.
- Applied rapid problem-solving techniques during prototyping to optimize gameplay.

Skills

Languages: C#, JavaScript, PHP, C++, Objective-C, SQL, Python, HTML, CSS

Technologies: React, Node, TypeScript, .NET, AJAX, HTTP, XML, Microsoft SQL Server

Tools: Git, Docker, Unity, WordPress, Unreal Engine

Education

Humber Polytechnic, Post-Graduation in Web Development – Toronto, ON Jan 2024 - Dec 2024

Full-Stack Development (Front-End & Back-End), Interaction Design, Database Design & Development, Product Management, Security & Usability

Full Sail University, MS in Video Game Design – Orlando, USA Oct 2019 - Feb 2021

Advanced Game Design, Production Tools & Techniques, UI & UX methods, Quality Assurance, Data Analysis, Prototyping, Usability & Testing, Asset Management, Prototyping & Content Creation

Rai University, B.Tech in Computer Science and Engineering – Ahmedabad, India Aug 2015 - May 2019

Computer Architecture, Data Structure & Algorithms, Computational Theory, Parallel Processing, VLSI & Embedded Systems, Microprocessors & Microcontrollers, Distributed Systems

Other Experience

Epic Games, Women Creators Program 2023 Sep 2023- Oct 2023

Training, Unreal Editor for Fortnite (UEFN), Verse

- Built and published an interactive UEFN experience in a full-time, five-week program.
- Implemented new navigation systems, improving player interaction.
- Balanced creative and technical design challenges to create user-friendly gameplay.