

PRIDHU RAJ R S

Kollam, Kerala

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Education

College of Engineering, Trivandrum

B.Tech - Computer Science and Engineering

2023 – 2027

GPA - 8.43

Experience

UI/UX Designer | Promote-Hoomans Project

June 2025

- Designed the Promote dashboard (promote.makemypass) as part of the Hoomans Project, enabling seamless event promotion via social media templates, while improving usability by reducing navigation steps by 30% and increasing user engagement by 45%.

Hackathon Participant | TinkerHub CET

Feb 2025

- Built a doctor appointment platform for users across Kerala with symptom-based preliminary health insights, collaborating in a 3-member team to deliver a prototype in under 24 hours with 40% contribution to UI/UX design and ideation.

Projects

Kernel Module | Language : C | Operating System : Kali Linux

Jan 2025

- Developed a Linux kernel module for vote validation using age-based module parameters, achieving 100% accuracy and validating functionality across 50+ test cases through kernel message buffer logging.

Movie Matrix | Language : C | Framework: React

Dec 2025

- Built a production-ready React application using React Router, Context API, and TMDB API, featuring 3+ routed pages, 15+ reusable components, 5+ core features (search, favorites, routing, API integration, global state), 2 external APIs, and 100% client-side state management, resulting in a scalable architecture and smoother user interaction flow.

Internet of Things | Language : C/C++, Python

Feb 2025

- Implemented embedded and IoT systems including a gesture-controlled mouse (ESP32 + MPU6050, 90%+ accuracy) and a real-time water and energy monitoring platform with remote web-based data visualization using multiple sensors.

Positions of Responsibility

- Joint Secretary of Build Club CET (IIT Madras Research Park initiative) and SCORE@CET, coordinating research-driven initiatives and hands-on workshops, collaborating with 50+ members, and supporting 8+ technical projects across domains.
- Freelance UI/UX Designer at Flink and Nodify, delivering end-to-end design solutions across 5+ client projects, designing 40+ screens and user flows through research, wireframing, and high-fidelity UI, resulting in improved usability and client satisfaction.
- Designer for RASHOMON (Official College Magazine, 2023–24) and PROJECT OCTAGON (First Technical Magazine of CET), leading visual design for 2 large-scale publications with 100+ pages, establishing typography systems, layouts, and print-ready assets.
- Head of Design at VeloCET, the official Rocketry Club of CET mentored by ISRO LPSC, leading a 3 member design team to deliver 10+ outreach and branding assets for technical events.

Technical Skills

Languages : Python, C/C++, JavaScript, Java, SQL

Technologies/Frameworks : HTML5, CSS3, Javascript, React

Tools : VS Code, Figma, Photoshop, Illustrator