

Pratik Harani

pratik.harani@gmail.com | linkedin.com/in/pratik-harani/ | github.com/Pratik-Harani

Education

University College London

BSc Computer Science - First Class Honours

London, UK

Sep 2025 – Jun 2028

- Awarded full-tuition £130,500 Global Undergraduate Scholarship (2% acceptance rate)
- Modules: Object-Oriented Programming, Algorithms, Discrete Mathematics

Cedar College

*A-Levels - 4A*s*

Karachi, Pakistan

Aug 2023 – Jun 2025

- Valedictorian with 2nd Highest A-Level marks out of 100k students regionally

Experience

AI/ML Workshop Leader

UCL Schools Engagement

Oct 2025 – Jun 2026

London, UK

- Designed and delivered workshops for underprivileged school students on Python, swarm intelligence, and robotics.
- Grew the Robotics club into the top 3 most popular clubs in the school

Open-Source Contributor

Fedora Linux

Apr 2021 – Jun 2021

Remote

- Contributed to Fedora Linux, used by 1+ million people worldwide
- Designed badges, logic models and banners in line with existing brand identity to revamp the Fedora Forums, following UX guidelines & ensuring community satisfaction

Projects

Echo - Social Media Bias Checker

JavaScript, LLM Integration, Data Extraction, REST APIs

Jul 2026

- Developed a Chrome extension (Manifest V3) to combat misinformation on social media
- Used REST APIs to extract post history & perform LLM-based sentiment analysis in real-time, displaying a political bias score

LLM Security Research

LangChain, LangSmith, Python, Hugging Face

Nov 2025

- Investigated 0-day vulnerabilities in agentic AI systems under multilingual jailbreaking prompts
- Observed a 0.43 mean risk score & presented research to senior engineers at NVIDIA, AWS & Valyu

Oberon - Agentic AI Visualizer

React, Node.js, TypeScript, LangChain, FastAPI

Nov 2025

- Built a tool to visualize multi-agent workflows as an interactive graph, allowing prompt refinement in real-time
- Cut down AI usage costs by 5.4x by optimizing per-agent token consumption and implementing real-time error detection

Tetris Autoplayer Bot

Python, OOP, PyGame, Heuristic Algorithms, Git

Sep 2025

- Implemented a Tetris-playing AI in Python that optimizes for 4-line clears using a multi-feature weighted heuristic (hole count, stack height, bumpiness, line clears)
- Ranked in the top 10% of a 200-student cohort on a live leaderboard

Skills

Programming Languages: Python, C, Java, TypeScript, JavaScript, HTML, CSS, SQL, Haskell

Frameworks & Tools: React, LangChain, LangSmith, REST APIs, Git, FastAPI, Node.js, pygame