Mihir Balsara

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EDUCATION

Georgia Institute of Technology

Atlanta, GA

Candidate for Bachelor's in Computer Science - GPA: 4.0

Aug. 2023 - May 2027

Burlington High School

Burlington, MA

High School Diploma - GPA: 4.5022

Aug. 2019 - Jun. 2023

TECHNICAL SKILLS

Languages: Java, Python, SQL (Postgres), PHP, JavaScript, HTML/CSS, C#

Frameworks: React, Node.js, JUnit, WordPress

Developer Tools: Git, Docker, Amazon Web Services, VS Code

Operating Systems: Windows, MacOS, Debian Linux Libraries: pandas, NumPy, Matplotlib, Seaborn, SciPi

EXPERIENCE

Avionics Engineer | Python, C++

Sep. 2023 – Present

Atlanta, GA

Georgia Tech Experimental Rocketry

- Conducted in-depth research on varying communication protocols
- Developed a Controller Area Network (CAN) module
- Designed a module for communication between ground control and rocket systems
- Ensured successful data transmission in various conditions and distances

Software Developer Internship | WordPress, PHP, SQL, CMS

Apr. 2023 - May 2023

Burlington, MA

 $RK\ Centers$

• Solo developer of a CMS platform for property and snow bidding

- Utilized WordPress and PHP to build a login portal and selection portal
- Revamped MySQL database to fit updated site framework
- Decreased loading times up to 20%

Research Assistant | python, pandas, Matplotlib, Seaborn, SciPy

Aug. 2021 – Jul. 2022

Chestnut Hill, MA

Boston College

• Researched trends in students' performance in mathematics over various age groups

- Published findings in Boston College journal
- Presented research in AERA conference

Data Analyst

Russian School of Mathematics

Jun. 2021 - Aug. 2021

Lexington, MA

- Analyzed data trends in student scores and reports through RSM's database
- Developed algorithm to effectively parse through 2 million data elements

Projects

Omex Development | JavaScript, Node.js, MongoDB, Docker

Jul. 2021 – Present

- Solo developer of two applications on VoIP and instant messaging social platform, Discord
- Manage a total of 346,075 unique users

Silicon Studios | Lua, Blender, Roblox Studio

Jul. 2018 – Present

- Assisted in developing Roblox game, "Drive a Tesla"
- Lead a group of builders to create 3D models of vehicles, buildings, and other various game assets
- Accumulated over 4,000,000+ visits and 10,000+ monthly-active-users
- Collaborated with numerous developers, builders, and testers from various backgrounds to provide a unique product and experience