

Mihir Balsara

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EDUCATION

Georgia Institute of Technology

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

Atlanta, GA

Aug. 2023 – May 2027

Burlington High School

High School Diploma - GPA: 4.5022

Burlington, MA

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++*

Georgia Tech Experimental Rocketry

Sep. 2023 – Present

Atlanta, GA

- 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*

RK Centers

Apr. 2023 – May 2023

Burlington, MA

- 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*

Boston College

Aug. 2021 – Jul. 2022

Chestnut Hill, MA

- Researched trends in students' performance in mathematics over various age groups
- Published findings in Boston College journal
- Presented research at 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