

Gursimran Singh Saini

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CAREER OBJECTIVE

IT Student | AI/ML & Cybersecurity Enthusiast | Google Intern | SIH Team Lead | Skilled in Python, Java, MySQL, HTML, CSS, JavaScript, Wireshark. Passionate about tech, innovation & collaboration. Let's connect and build something impactful!

WORK EXPERIENCE

Web Development • Internship

Jun 2025 - Present

Prodigy Infotech, Virtual

A proactive and skilled front-end developer with hands-on experience in building responsive, user-focused web applications using HTML, CSS, and JavaScript. During a structured 10-week Web Development internship under expert mentorship, I successfully developed and deployed multiple real-world projects, applying best practices in UI/UX design, code optimization, and responsive development. Key projects include a fully responsive landing page with an interactive navigation menu, a stopwatch web application with precise timing features, a Tic-Tac-Toe game featuring game state management and win-condition logic, and a dynamic weather app that fetches real-time data from external APIs. Culminated the internship by designing and deploying a personal portfolio website showcasing these projects, demonstrating strong capabilities in front-end logic, UI interactivity, and API integration.

AI-ML Intern • Internship

Jul 2024 - Sep 2024

Google For Developers, Virtual

Built innovative AI/ML models for real-world applications under expert mentorship.
Led the implementation of deep learning techniques using TensorFlow for various use cases.
Drove the development of solutions in Natural Language Processing and Computer Vision domains.
Learnt and applied best practices in model optimization and deployment during a structured 10-week internship.

EDUCATION

B.Tech, Information Technology

2023 - 2027

MIT ADT University

Senior Secondary (XII), CBSE

2023

Science

SNBP's International School

Percentage: 60.00%

Secondary (X), CISCE

2021

Vidya Pratishthan's Magarpatta City Public School

Percentage: 91.20%

PORTFOLIO

[GitHub link ↗](#)

PROJECTS

Haptic Feedback Navigation System for the Visually Impaired and Elderly

Jan 2025 - May 2025

Haptic Feedback Navigation System for the Visually Impaired and Elderly

Role: Project Developer | Tech Stack: Arduino Mega 2560, LiDAR, Ultrasonic, GPS, PIR Motion Sensor, Camera
Developed a smart walking stick equipped with LiDAR, Ultrasonic, GPS, Camera, and Motion sensors to aid visually impaired and elderly users with real-time obstacle detection and navigation. Implemented a haptic feedback system to alert users of nearby static and dynamic objects for safer movement in varied environments. Positioned ultrasonic sensors at the base to detect stable, low-lying obstacles, and used motion sensors to optimize power by activating components only when in use. Managed sensor input using Arduino Mega 2560, ensuring accurate data processing and timely feedback. Focused on power efficiency, usability, and environmental adaptability, resulting in a robust and affordable prototype for practical, real-world deployment.

SKILLS

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|--------------|--------------|---------|
| • Python | • HTML | • CSS |
| • JavaScript | • Java | • MySQL |
| • Wireshark | • Burp Suite | |

EXTRA CURRICULAR ACTIVITIES

- Led my team Circuits & Syntax at SHODH 1.0 Hackathon 2025, where we built a centralized Campus News Dissemination System to solve communication gaps at MIT-ADT University through a smart, user-friendly information kiosk.
- Led a team in Smart India Hackathon (SIH) 2024, driving innovative tech solutions from ideation to prototype. Oversaw development, coordinated tasks, and ensured timely delivery while fostering collaboration and problem-solving.

MIT Campus News Dissemination System

May 2025

Role: Team Lead | Tech Stack: HTML, CSS, JavaScript, ESP32, Touch Interface, Firebase

Led the development of a kiosk-style news dissemination system to resolve scattered communication at MIT. Designed a touch-based interface using HTML, CSS, and JavaScript, allowing users to explore domain-specific news (academics, events, placements) interactively. Integrated Firebase for cloud storage and dynamic, role-based content delivery. Used ESP32 for hardware integration and real-time updates. Focused on accessibility, responsive design, and offline capability. Developed and showcased the project from May 7–9 at SHODH 1.0 Hackathon 2025, delivering a practical and centralized communication prototype for the campus.