# **Gurjaap Bal**

gurjaapbal1015@gmail.com | (530) 551-5644 | <a href="https://www.linkedin.com/in/gurjaap">https://www.linkedin.com/in/gurjaap</a> | web.mit.edu/gurjaap/www

Eager Software Developer with the goal of gaining more experience to become a Software Engineer.

## **EMPLOYMENT**

## **Orchard Machinery Corporation Intern**

June 2022 - August 2022

- Extensive design experience on Solid Works creating machine components and fixtures
- Worked alone to solve real world issues like redesigning a bumper to allow for towing
- Teamed up with Mechanical Engineers in the industry to tackle large-scale problems such as modeling a conveyor belt assembly for a new machine

#### **EDUCATION**

# Massachusetts Institute of Technology, Cambridge, MA

4.80 GPA

Bachelor's of Science in Computer Science and Engineering Minor in Mechanical Engineering

May 2025 May 2025

#### **Relevant Coursework**

Design and Analysis of Algorithms, Computer Systems Engineering, Software Construction, Intro to Machine Learning, Fundamentals of Programming, Intro to Algorithms, Computation Structures, Low-Level Programming in C and Assembly, Mathematics for Computer Science

Technical Skills: Considerable experience with Python, C, TypeScript, JavaScript, React, HTML, CSS, Git, Assembly

#### **PROJECTS**

# **Photoshop Tool using TypeScript**

- Developed a grammar and expression parser to read text inputs and edit an image
- Allowed for image resizing, overlaying images, adding text to an image, and gluing images together through Class implementations of an Expression Interface

#### Platformer Game backend with Python

- Represented player and objects as sprites with attributes such as position coordinates and velocity vectors
- Designed a collision detection algorithm using hitboxes on each sprite and translation vectors to correct collisions

#### Personal Website using the React framework

- Designed a React-based website using HTML for structure and CSS for styling
- Includes features such as a navigation bar and fully responsive design

### **Card Matching Game using TypeScript**

- Implemented multiplayer feature by using concurrency through Promises
- Substantial work with abstract data types and keeping them safe from rep exposure