Gaurav Parab

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Education

The Pennsylvania State University — University Park, PA

Bachelor of Science (B.S.), Computer Science; Minor in Cybersecurity | GPA: 3.66 — *July 2022 – May 2026*

- **Relevant Coursework:** Data Structures and Algorithms, Computational Theory, Systems Programming, Computer Organization and Design, OOP with Web-Based Applications, Digital Design, Computing with Quantum Computers

Relevant Skills

Languages: Python, Java, JavaScript, TypeScript, C, HTML/CSS, Verilog, Bash, C++ (Basic), R (Basic)
Developer Tools/Frameworks: Git, Node.js, Docker, React, Next.js, MongoDB
Non-Technical: Tennis, Photography, Hindi, Marathi, Spanish

Technical Experience

General Dynamics Electric Boat — New London, CT

Tactical Software Engineering Co-op — *January 2025 - May 2025*

- Incoming Winter 2025

The Pennsylvania State University — University Park, PA

Teaching Assistant — *August 2022 – December 2023*

- Facilitated weekly recitation for ~200 students learning Python programming fundamentals, in collaboration with instructors
- Led three weekly review sessions to help students understand the new material presented in lectures
- Conducted code reviews for 100+ Python assignments per week, providing feedback to both students and instructors

Special Order Systems — Sacramento, CA

Software Intern — *July 2021 – December 2021*

- Developed API-based security system solutions for California state beaches, improving efficiency by 10%
- Created Python scripts to automate weather data retrieval via APIs, providing real-time environmental data to beach systems and personnel

Projects

Dashboard | *React, Next.js* — July 2024 – Present

- Designed a responsive dashboard to securely display over 200 sensitive punishment documents, improving engagement for 10+ users.
- Used Discord OAuth to lock sensitive data behind authentication

JBOD System | *C* — September 2023 – December 2023

- Created a simulated multi-disk system with read and write capabilities
- Implemented networking which enabled server communication with the system to send and receive packets

Monopoly Board Game | *Java* — May 2022

- Collaborated with 3 teammates to create a full-stack Monopoly project
- Developed 40% of the codebase for the GUI-based game, employing various structures and packages

Extracurricular Activities

Nittany AI Student Society

- Actively engaged in workshops and bootcamps, collaborating with fellow participants to further my understanding of machine learning

Club Tennis

- Attended weekly tennis practices, interacting with club members to refine my tennis skills and contribute to a collaborative team environment