

GURTEJ SINGH

Moscow, ID 83843

☎ 509-338-5598

✉ grrtej@gmail.com

🌐 grrtej.com

🐙 github.com/grrtej

🌐 [linkedin.com/in/grrtej](https://www.linkedin.com/in/grrtej)

Education

University of Idaho

B.S. Computer Science

January 2021 – December 2024

Moscow, ID

Key Technical Skills, Core Strengths, Relevant Coursework

- JavaScript / React
- C / C++
- Git / Bash / Linux
- Python / Lua / Ruby
- C# / Unity
- PowerShell / Hyper-V
- Assembly / AVR ASM
- Neo4j / Cypher / SQL
- Analysis of Algorithms
- Operating Systems
- Computer Architecture
- Computer Graphics

Projects

atechip | *JavaScript, React, Console Emulator*

November 2023

- Designed a retro console emulator that allows running incompatible software in a modern web browser.
- Built a window manager in React for the user interface.
- Implemented debugging capabilities for CHIP-8 games like Tetris, Pong, Breakout, Blitz, etc.

picomatrix | *C, Ncurses, Terminal, Screensaver*

June 2023

- Recreated the digital code rain effect from the cyberpunk movie franchise, “The Matrix”.
- Utilized C and the Ncurses library to display the effect on a terminal.
- Documented the project details and process on GitHub.

warpspeed | *Lua, Love2D, 3D Perspective Projection*

March 2023

- Simulated the effect of travelling through space using Lua and the Love2D game engine.
- Achieved the illusion of a 3D space on a 2D plane using perspective projection.
- Implemented adjustable travel speed using mouse movement inputs.

spotiboi | *Python, Spotify, Linux, D-Bus*

February 2022

- Developed advertisement detection for the Spotify desktop app using Python and Linux D-Bus IPC service.
- Monitor any status change in Spotify to mute the app if an advertisement is playing.
- Understood inter-process communication mechanism in a desktop Linux environment.

Experience

Game Devs United

January 2023 – Present

Programmer

Moscow, ID

- Designed a first-person shooter game with a team of six in Unity.
- Implemented movement and shooting features in C#.
- Presented progress report to team members in weekly meetings.

University of Idaho

August 2021 – August 2022

Food Service Crew Member

Moscow, ID

- Resolved customer concerns and relayed relevant information to supervisor.
- Ensured compliance with company service standards, inventory, and cash control procedures.
- Served customers in a friendly, efficient manner following company’s steps of service.

Extracurricular

Association for Computing Machinery@UIIdaho

January 2023 – Present

Member

University of Idaho

- Represented University of Idaho in a competitive problem-solving hackathon against Washington State University.
- Attended and participated in seminars and learning sessions for new and interesting technologies like the Rust programming language, Firebase cloud database, etc.

Awards and Scholarships

- University of Idaho’s Dean’s List (Fall 2023)
- Invitation to Idaho Scholarship (2021 – Present)