

GUNDEEP OBEROI

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EDUCATION

BSc (Hons) Computer Science with Industrial Experience

September 2022 - June 2026

The University of Manchester

1st Year Grades - 78.5 % (Predicted: First Class Honours)

- Year 1: Gained knowledge about fundamental concepts and techniques that underlie modern programming, operating systems, data science, computer architecture (32 bit ARM architecture – using Bennett), computer engineering (using Cadence) and abstract mathematics.
- Year 2: Acquiring familiarity with database systems, artificial intelligence, processor microarchitecture, algorithms, data structures, programming languages, machine learning, distributed systems and visual computing.

CBSE AISSCE, Shadley Public School

April 2020 - July 2022

12th Grade (Equivalent to A-Levels)

- Awarded with the title of *All-Rounder* of the year and achieved highest grades in the class of 2022.
- Subjects: Computer Science(100%), English Core(95%), Mathematics(98%), Chemistry(99%), Physics(95%).

PROJECTS

Study Buddy | *HTML, Bootstrap, JavaScript, PHP, MySQL*

- Collaborated in a team of 6 to develop a web based application for creating and joining study groups.
- Implements user sessions (registration and logging in), PHPMailer, search and filter functions and security features including password requirements, email authentications, password recoveries and data encryption.

FoodScan | *Python (PySpark), SQL, Palantir Foundry*

- Deployed the Palantir's Foundry on a food distribution platform, as a team of 3 at *GreatUniHack2022*.
- Performs stock management using relational databases interfacing with the user as forms and reports.
- Won the prize of *Best Hack for Social Good 2022* sponsored by BlackRock.

RobTheCop | *Python (Tkinter)*

- Programmed the game in Python using Tkinter for GUI with features including Movement of Objects, Movements by User, Collision Detection, Pause Menu, Scoring System, Cheat Codes, Saving/Loading the game, Boss Key, Leader board and Git Version Control.

Selfish (Space Edition) | *Java*

- Implemented the console-based card game using Test-driven development based on a UML class diagram, featuring game engine, players, card decks, exception-handling and data serialisation.

Console-based Chess | *Java*

Library Management Software | *Python, MySQL*

Genre Predicting Genie | *Python, Natural Language Processing, Machine Learning*

EXPERIENCE

Software Development Lead - Hackathons

December 2023 - Present

UniCS Manchester

Manchester, United Kingdom

- Orchestrating end-to-end website development for StudentHack, overseeing design, coding, and deployment.
- Implementing technologies like Next.js and Tailwind CSS, for enhanced website performance and functionality.
- Leading a dynamic developer team, promoting collaboration and continuous improvement.
- Collaborating with Graphics, PR, Events, and Logistics teams for seamless and impactful Hackathon delivery.

EXPERIENCE (CONTINUED)

Treasurer

Hackchester - Cyber Security Society

August 2023 - Present
Manchester, United Kingdom

- Administering the Society's finances as required by its activities.
- Providing monthly financial reports to the Committee.
- Working with the President to gather financial support for the Society through sponsorships.
- Maintaining an annual financial report that details the Society's expenditures and incomes.
- Contributing to strategic planning, coordination, and execution of Hackers' Hub 2023/2024.

Bar Staff

Juanita Promotions Limited

April 2023 - Present
Manchester, United Kingdom

- Preparing and serving beverages to 850+ customers in a friendly and professional manner, twice a week.
- Monitoring and maintaining inventory levels of beverages and bar supplies, promptly restocking as needed.
- Handling cash transactions, and processing card payments accurately, with an average of £2500 per night.

Temporary Retail Assistant

University of Manchester Gift Shop (Infinity Inc.)

11 July 2023 - 21 July 2023
Manchester, United Kingdom

- Facilitated 400+ graduates in a friendly and courteous manner, providing excellent customer service.
- Replenished and printed university merchandise for the sales floor, ensuring products were neatly organized.
- Awarded with 32% bonus for achieving the daily sales target of £3300 on average.

VOLUNTEERING

PASS (Peer Assisted Study Sessions) Leader

The University of Manchester (Peer Support)
Computer Science Year 1 Scheme

August 2023 - Present
Manchester, United Kingdom

- Devising and running weekly sessions with a co-leader to facilitate the learning of around 12 first year students.
- Offering extra-curricular advice, giving pastoral support and helping with personal and academic issues.
- Attending regular debriefs with student coordinator, staff coordinators and the lead contact officer to provide feedback and network with fellow PASS leaders.

Hall Executive & Treasurer

Dalton-Ellis Hall (The University of Manchester Students' Union)

October 2022 - October 2023
Manchester, United Kingdom

- Gathered feedback from 260+ Students and reported on a wide range of topics.
- Coordinated with fellow representatives on joint areas of concern to work towards a solution.
- Acted as the financial lead – Managed £14,110 budget and approved/rejected proposals for spending.
- Organised more than 27 events/activities/trips to increase sense of community within the halls.

SKILLS

- Programming Languages: Python, HTML, CSS, JavaScript, PHP, SQL, Java, Verilog (HDL), L^AT_EX
- Technologies: MySQL, phpMyAdmin, Cadence, Bennett, Visual Studio, Eclipse, Project Jupyter
- Proficient in collaborative software development, Git, and project management methodologies.
- Learning the fundamentals of penetration testing and defensive security, using HackTheBox challenges.
- Working effectively with others and readily accepting individual accountability.
- Ability to manage and prioritise own workload in meeting requirements/deadlines.
- Languages: Trilingual – English, Punjabi, Hindi