# Pratik Bairoliya

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### **EDUCATION**

# North Carolina State University

Raleigh, NC

Bachelor of Science: Double Major in Computer Science and Applied Mathematics

May 2025

- Cumulative GPA: 4.0/4.0
- Park Scholar: Full Ride Scholarship awarded to 1% of applicants for Character, Leadership, Scholarship, & Service
- Course Work: Data Structures, Algorithms, Computer Security, Database Systems, Software Engineering, Linear Algebra, Real Analysis, Abstract Algebra, Differential Equations, Quantum Computing, Artificial Intelligence
- Clubs & Interests: Volleyball, Lifting, Dancing, Chess; Bhangra Competitive Dance Team, NCSU HackPacks
- Honors: All Semester Dean's List, National Merit Scholar

### **SKILLS**

- Languages: Python, Java, JavaScript, C, C++, GraphQL, HTML, CSS, MATLAB, Terraform, Groovy
- Software: Jenkins, AWS, Neo4j, Jira, Confluence, Git, Linux/Unix, OpenCV, Autodesk Fusion 360
- Libraries: PyTorch, NumPy, SciPy, Node, PyGame

#### PROFESSIONAL EXPERIENCE

### Fidelity Investments

Durham, NC

Software Engineering Intern

May 2023 — Present

- Delivered a **Full Stack** app, supporting **400+** associates, that migrated and virtualized Fidelity's mainframe files and job calls to **AWS** through **Terraform**
- Developed a single source of truth for all Mainframe API's, by fabricating a Neo4j Graph Database
- ullet Automated look up process for real time file analysis, reducing 5,000+ duplicate nodes
- Collaborated on an Agile team for the Full Stack application integration with Jenkins across Fidelity Enterprise

# NCSU Computer Science Department - Advanced C Computer Programming

Raleigh, NC

Undergraduate Teaching Assistant

May 2022 - Present

- Taught intricate programming concepts to students and developed monthly custom C programming projects
- Enhanced the effectiveness of assignments by analyzing **Python** data reports on scores and assignments
- Hosted online C tutorials that increased average test scores by 12%
- Answered 1000+ questions on Piazza (Computer Science Forum) and debugged and clarified daily questions

# NCSU Computer Science Department

Raleigh, NC

Data Analyst Researcher

May 2022 - August 2022

- ullet Increased online student engagement by 32% by developing parallel algorithms that enhanced Matlab performance
- Led a research team and utilized **Python** to plot student engagement trends on platforms such as LMS and Zoom
- Presented findings to 25 Faculty in Summer Research Symposium showcasing Matlab algorithms

### InspireNC Non-Profit STEAM Organization

Raleigh, NC

CoFounder and Mentor, First Robotics 6908 Robotics Team

July 2021 — Present

- Oversaw nonprofit competitive team, involving 100+ students in STEAM projects and robotic fabrication
  Organized outreach events, free boot-camps, and daily workshop lessons, promoting STEAM education and teaching engineering principles during robot fabrication
- Taught Java programming principles to cohorts of 35 Students, and lead pseudocode workshops

### TECHNICAL PROJECTS

### Retro Games in AI (Python)

July 2023

- Utilized the PyGame library to develop retro games such as Snake, Tetris, Sodoku, and Ping Pong
- Developed a reinforcement learning algorithm to create an AI Player Agent that utilized TensorFlow and PyTorch to make game predictions through a Deep Q-Network and beat human game players within 82 game iterations
  Wordle (C & Shell Script)
  - Developed a multi-threaded Wordle game in C implementing openGL library; improved efficiency by 59%
  - Generated game reports by utilizing system calls, and message pipes across multiple threads in C

## Summer STEAM Agents - Educational Portal (Javascript HTML/CSS)

May 2022

- Built a Full-Stack login portal in JS, HTML, and CSS where students can access 50+ S.T.E.A.M intro courses
- Kept Backlog of credentials and had end-to-end encryption on Firebase