Preet LNU

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Education

Georgia Institute of Technology — Atlanta, GA
Master of Science in Computer Science (OMSCS), Specialization in Machine Learning — *Aug 2024 - Present*

San Jose State University — San Jose, CA
Bachelor of Science in Computer Science — *Aug 2020 – Dec 2023*

- **GPA**: 3.72/4.00
- **Awards**: Magna Cum Laude, President's Scholar, Dean's Scholar

Experience

Freelance Software Engineer — September 2024 – April 2025
Calpro Driving — *Fremont, CA*

- Rebuilt the company website using React.js, Tailwind CSS, and Framer Motion, replacing WordPress to deliver a fast, responsive, and engaging user interface.
- Implemented dynamic service listings, an integrated payment gateway, and an intuitive booking system, enhancing customer self-service and conversions.
- Applied SEO optimization, accessibility standards, and performance tuning to increase organic traffic and reduce bounce rate.
- Deployed via Vercel, maintained codebase on GitHub, and ensured smooth cross-browser compatibility and component reuse.

Personal Projects

Machine Learning Trading System | *Python, Machine Learning, Algorithmic Trading* — Sept 2024 – Jan 2025

- Built a simulated trading platform using decision trees, bagging, and Q-learning for dynamic portfolio strategies.
- Engineered market indicators and trained a strategy learner to outperform manual trading baselines.
- Simulated trades via custom market engine and evaluated with backtesting, Sharpe ratio, and volatility metrics.
- Applied reinforcement learning and regression models to adapt strategies in changing financial environments.

Prescription Management System | *React, Node.js, MySQL* — May 2024 – Aug 2024

- Developed a full-stack prescription management system for an eye doctor, improving prescription generation and management efficiency by 50%.
- Designed a responsive React frontend and integrated it with a Node.js backend, allowing for seamless prescription data entry and storage in MySQL.
- Automated the creation of PDF prescriptions from database entries, reducing manual paperwork by 100% and cutting prescription processing time by 40%.
- Packaged the system into a desktop application using Electron, providing a user-friendly, standalone solution for the doctor, enhancing usability by 30%.

UFO Lander | *C++, OpenFrameworks, Maya, Visual Studio* — March 2023 – May 2023

- Developed a visually engaging object landing game as a team using OpenFrameworks and C++, incorporating realistic physics simulation, user interaction, and dynamic visual effects.
- Implemented efficient algorithms for particle updates and rendering, ensuring smooth and high-performance gameplay.
- Integrated real-time parameter manipulation, allowing users to customize gameplay without sacrificing visual quality.
- Optimized the game engine for performance, reducing lag and enhancing player experience.

Technical Skills

Languages: Java, Python, C/C++, SQL, JavaScript, HTML/CSS, PHP
Frameworks: JUnit, WordPress, Spring Boot, React, Node.js, Electron
Developer Tools: Git/GitHub, Bitbucket, Google Cloud Platform, VS Code, Visual Studio, Android Studio, MySQL, XAMPP, PyCharm, IntelliJ, Eclipse, Notion, Jira, Adobe XD, Maya, ChatGPT, Cursor
Libraries: OpenFrameworks, Scikit-learn, NumPy, Pandas, Matplotlib