

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 security system solutions for California state beaches through API interactions, 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