Gurpreeth Singh

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OBJECTIVE Seeking an entry level software engineering position

EDUCATION

Bachelor of Science in Computer Science, GPA: 3.64 — May 2021
Stony Brook University, Stony Brook, NY

SKILLS Java, Python, SQL, REST, Kafka, Git, Maven, Microservices, Relational Databases, Object-Oriented Programming, Data Structures

EXPERIENCE

Lockheed Martin Software Engineer Asc — July 2021 - Current
Entry Level Software Engineer with a focus on backend

- Migrated existing Java message driven beans and session beans into multiple kafka based and REST based microservices
- Created a Python script that inserted CSV data into a database by sending REST requests to an existing REST API
- Added and updated backend logic for multiple new features including changes to the Java code and to the SQL Database

KidOYO Certified Mentor — Feb - Aug 2019
Internship where we helped children learn how to code

- Taught children coding during the summer session in person and graded their work
- Created coding projects in Python, Java, SQL, and Firebase for students to complete
- Designed a course that teaches students about the different types of data structures
- Judge at Hackathons where I reviewed submissions for different coding challenges

PROJECTS

eCommerce Website/Database — Mar - May 2019
Website and Database for eCommerce using Flask and SQL

- Transactions on the website update all appropriate tables in the database
- Created different views for employees and customers with appropriate functions
- Employees can add/edit/remove inventory items, view all past customer orders, remove reviews, add/edit/remove discounts, accept/deny returns, and more
- Customers can add items to their shopping cart/wish list, review and return items, change their personal information, view their past orders, and more

Dynamic Memory Allocator — Oct - Nov 2019
Created a malloc, free, and realloc function in C on Linux

- Each allocated block has a header, footer, and padding for memory alignment
- Used segregated free lists to hold all free blocks to easily find them for allocating
- Reallocating a block to a smaller block splits that block if there are no splinters
- If possible, free blocks are coalesced to help prevent external fragmentation

Windows/MacOS 2D-Game — July - Sep 2018
2-dimensional survival game created using Java and CSS

- Created levels with multiple enemies with animations using inheritance
- Designed a shop area where users can buy different upgrades for the player
- Allowed users to be able to change key controls of the game, like movement
- Game contains a score, coin, health, and a shield system for the player