PARKY SOOD

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EDUCATION

University of California, Los Angeles — Los Angeles, CA
Bachelor of Science – Computer Science — Sep 2023 – Jun 2025

- **Relevant Courses:** Software Engineering (Capstone), Databases, Distributed Systems, Human-Computer Interaction, Machine Learning, Neural Networks, Operating Systems, Networks, Data Structures & Algorithms

WORK EXPERIENCE

Software Engineer Intern — Dec 2023 – May 2024
Bruin Formula Racing — Los Angeles, CA

- Built GUI for a telemetry dashboard to monitor vehicle statistics using C++ and Qt, increasing data logging efficiency by 52% and enhancing driver-engineer communication
- Developed testing pipeline to simulate code before hardware testing, achieving 300% debugging efficiency
- Implemented battery failsafe software using C++ and Arduino hardware, reducing overheating incidents by 40%
- Collaborated cross-functionally with PCB hardware design teams using Agile methodologies to communicate software requirements and modify specs, reducing hardware prototyping costs by 55%

Data Structures Teaching Assistant — Jan 2023 – Apr 2023
De Anza College — Cupertino, CA

- Managed online Q&A sessions, helping 150+ students deeply understand and apply complex C++ data structures
- Automated testing for 800+ code submissions using CMake, reducing grading time from 120 hours to 16 hours
- Led weekly discussions addressing 500+ questions on algorithms, increasing average exam scores by 35%

PROJECTS

Market Insider (GitHub) | *Python | Yahoo Finance API | Llama 3.1 LLM* — Dec 2024 – Present

- Engineered an AI-powered stock recommendation system using Llama 3.1 LLM, streamlining NYSE industry sector research for amateur investors
- Collected current news on companies using Yahoo Finance API and News API, providing critical market insights and increasing investor confidence by 85%
- Developed multithreaded script to populate vector database with ~10,000 company tickers and business summaries from JSON dataset using Python, achieving 800% throughput in data preprocessing stage

Gartic Band (GitHub) | *JavaScript | Svelte | WebRTC | Socket.io* — Oct 2024 – Dec 2024

- Transformed Garage Band into a multiplayer music composition game with sub-second latency using web sockets
- Constructed a CSS-styled music sequencer interface to play instrument sound samples on button clicks using WebRTC browser API with JavaScript and Svelte, enabling in-game musical features and collaboration

PinGen (GitHub) | *TypeScript | React | REST API | Postman | Docker* — Oct 2024 – Nov 2024

- Built a full-stack social platform where users generate AI images using Stable Diffusion and share their creativity
- Adapted and containerized backend deployment to serverless architecture using Docker, reducing cost by 40%
- Authenticated REST API endpoint via API keys using TypeScript and Postman, defending against 10 spam attacks

TECHNICAL SKILLS

Programming Languages: JavaScript, TypeScript, Java, Python, C++, CMake

Technologies: HTML, CSS, React, Svelte, Express, Node.js, AWS EC2, AWS S3, PostgreSQL, MongoDB, Docker, Postman, Git