Angadpal Singh
Lethbridge, AB
+1 587 257 8384
angadpalsingh.null@uleth.ca

Skill Summary

- Effective Communication: Strong verbal and written communication skills, cultivated through collaborative projects and effective interactions with colleagues.
- Technical Aptitude: Enthusiasm for technology and a willingness to embrace new tools and platforms to solve real-world problems.
- Time Management: Excellent organizational and time management skills, consistently meeting deadlines and effectively managing workloads.
- Adaptability: Quick to adapt to changing situations and open to exploring different approaches to achieve project goals while supporting environmental objectives.

Technical Skills

- Proficiency in **Web developing** languages such as JavaScript, HTML and CSS, and in **Object-Oriented Languages** such as c++, c#, and Java
- Extensive experience in designing, developing, software applications using object-oriented programming (OOP) languages such as C++ and Java as well as C-like languages like C and C# along with other programming and scripting languages like python, JavaScript, and SQL.
- Understanding of Programming Concepts: Displaying a robust comprehension of logical programming, data structures, algorithms, and databases, enabling the design of efficient solutions for intricate problems.
- Proficiency in Agile Methodologies: Familiarity with agile concepts and other pertinent software engineering principles, supporting collaborative and iterative project management and development approaches.
- Quick Learner: Rapid learner with a proven track record of quickly mastering new skills and technologies to achieve professional excellence.
- Team Collaboration: Successfully collaborated with cross-functional teams to deliver software projects, fostering clear communication and synergy among developers, designers, and stakeholders.

Education

Bachelor of Science – Computer Science   Jan 2022 – Present
University of Lethbridge, Lethbridge AB
- GPA: 3.55
- Cooperative Education Student

Fundamentals of Programming I&II, Practical Software Development, Introduction to Software Engineering, Human-Computer Interaction, Data Communication and Networking

Related Experiences

Student Software Developer   Jan 2023 – April 2023
Practical Software Development
University of Lethbridge, Lethbridge AB

- Collaborated within a team to design and develop a text-based adventure game using industry standard procedures like Design Patterns, Unit Tests and Doxygen.

- Went through all the progression stages of Object-Oriented Analysis and Design: UML Diagrams, Sequence Diagrams, and use of Version control.
- Implemented the game using Abstract Factor design pattern.

Student Software Engineer   Jan 2023 – April 2023
Introduction To Software Engineering
University of Lethbridge, Lethbridge AB

- Implemented SOLID and DRY principles, alongside the Model-View-Controller architecture and Object-Oriented techniques, to deliver a robust and scalable digital SkipBo card game solution.
- Contributed to an Agile team environment, actively engaging in iterative development cycles and employing Agile principles like user stories, use cases, and planning poker for effective project management.
- Adapted to a dynamic team structure, navigating occasional member changes while maintaining project momentum and cohesion.
- Showcased proficiency in teamwork and project management, ensuring seamless collaboration and coordination within the team.

Student Software Developer   Jan 2024 – April 2024
Human Computer Interaction
University of Lethbridge, Lethbridge AB

- Designed and developed a calendar widget application using Qt for C++, showcasing proficiency in graphical user interface (GUI) development and Qt framework utilization.
- Implemented interactive features such as drag-and-drop functionality, event reminders, and customizable views, enhancing user experience and productivity.
- Employed principles of user-centered design and conducted usability testing to ensure intuitive navigation and seamless interaction within the application.

Student Software Developer   Sep 2023 – Dec 2023
Data Communication and Networking
University of Lethbridge, Lethbridge AB

- Collaborated on a group project to develop a file transfer system using the sliding window protocol in C++, supporting both TCP and UDP.
- Implemented features for error checking, acknowledgments, and retransmissions to ensure reliable file transmission over a network.
- Demonstrated strong understanding of networking concepts and protocols.
- Successfully worked with team members to test, refine, and optimize the system for efficient file transfer in real-world scenarios.

Hackathons:

LoveHacks Hackathon   Spring 2024
University of Lethbridge, Lethbridge AB

- Led the team to win the 1st prize by developing a Valentine's themed match 3 game using CSS, JavaScript and HTML for this University wide Hackathon.
- Demonstrated creativity, technical prowess, and effective teamwork, resulting in positive feedback from judges and participants alike.