

Sajan Senghera

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TECHNICAL SKILLS

Languages: Python, Java, C++, C, C#, Javascript, HTML/CSS, and Bash

Frameworks: Flask and BeautifulSoup

Developer Tools: Git, Visual Studio, IntelliJ, AWS, Google Cloud AI, and ChatGPT/Claude

Libraries: Matplotlib, discord.py, asyncio, fuzzywuzzy, google generativeai, requests, and Bootstrap

RELEVANT EXPERIENCE

STEAM & Coding Instructor

May 2024 – Present

Science Alive

Vancouver, BC

- Led interactive STEM workshops across Lower Mainland elementary schools, teaching web development and programming concepts
- Designed and implemented technology summer camps for grades 1-8, focusing on web development, game design, and robotics
- Developed custom curriculum materials integrating LEGO Spike Prime and fundamental programming concepts
- Mentored over 100 students in various programming languages and technologies

Camp Facilitator

Jun. 2023 – Sep. 2023

Steamoji

Vancouver, BC

- Instructed youth aged 7-12 in advanced technical subjects including Arduino, Python programming, and VEX robotics
- Implemented hands-on learning approaches resulting in 90% positive student engagement
- Created and adapted teaching materials for various skill levels and learning styles

PROJECTS

CourseBot | *Python, AWS, Flask, Generative AI*

Sep. 2024 – Present

- Engineered a Discord bot to streamline SFU course selection using web scraping and AI technologies
- Implemented course recommendation system using Google Generative AI and BeautifulSoup for data extraction
- Deployed microservices architecture using AWS Lambda for bot hosting and EC2 for database updates
- Integrated multiple data sources including RateMyProfessor and CourseDigger for comprehensive course insights

AWS Game Builder- Dungeon Crawler | *Generative AI, C#, Monogame, AWS Services*

Nov. 2024 – Present

- Lead a team in engineering a dungeon crawler game for the Amazon Game Jam Hackathon
- Used C# object oriented programming and the Monogame library in order to design the game, with Amazon Q Generative AI being used to generate props and DynamoDB being used to save users data
- Developed an dynamic level generation algorithm using A* path-finding to ensure that each room was possible and cellular automata to properly distribute props throughout each room

EDUCATION

Simon Fraser University (SFU)

Sep. 2023 – Present

Bachelor of Science in Computing Science

Burnaby, BC

- GPA: 3.3/4.33
- SFU Undergraduate Scholars Entrance Scholarship with Distinction recipient

INTERESTS

Machine Learning, AI, Cloud Computing, and Software Development