Gagan Heer

Junior Software Developer

Vancouver B.C. • 778.995.4672 • gagandeep_heer29@hotmail.com • github.com/gaganheer

SKILLS

Technical Skills: Java, Python, C#, C++, SQL, HTML, Javascript, NodeJS, AWS, Heroku, Git
Soft Skills: Customer service experience, Flexible team player, Effective communicator

TECHNICAL PROJECTS

JackPotBot | Python | Capstone Project
- Implemented a new machine learning reinforcement algorithm called DQfD
- Tested the accuracy and performance of the algorithm using Blackjack
- Compared and contrasted the results with other reinforcement learning algorithms
- Required lots of researching, iterating, and troubleshooting
- Object-oriented design with agile methodology
- Used Python libraries such as Tensorflow, Numpy, Pandas, and Matplotlib

TaskAsk | NodeJS | Industry Sponsored Project
- Task management app that could be used to assign and track tasks through Slack
- Procedural design with agile methodology
- I was responsible for backend functionality as well as API integration
- Integrated the app with the Slack API, JIRA API, and a PostgreSQL database

MRI Tumor Detection | Python | Major Team Project
- Machine learning program that analyzes brain tumors from 3D medical image scans
- Image processing to isolate tumor area and reduce dimensionality
- Machine learning to predict the survival rate of the patient from the tumor
- I was responsible for the machine learning backend as well as integration
- Object-oriented design with waterfall methodology
- Used Python libraries such as SciPy, Numpy, Keras and Matplotlib

Bones Engine | C++ | Team Project
- Game engine designed and developed from scratch
- Built a roguelike dungeon crawler game using the game engine
- I was responsible for input handling, object loading, and gameplay logic
- Object-oriented and entity component system design with agile methodology
- Used C++ libraries such as SDL, OpenGL, FMod, and Eigen

RockRyder | C# | Team Project

- 2.5D endless runner action game designed in Unity
- Contains multiple levels, shop, powerups, items, and narrative cutscenes
- I was responsible for gameplay logic and debugging
- Entity component system design with agile methodology

JavaShark | Java | Individual Project

- Program that parsed and analyzed network packet captures from Wireshark
- Displayed useful information like network usage and size of data loads
- Required planning and problem solving
- Object-oriented design with waterfall methodology

EDUCATION

Bachelor's of Technology Degree   **2018 - 2020**
British Columbia Institute of Technology, Burnaby BC
Relevant Coursework: software engineering, algorithms, data structures

Computer Information Technology Diploma   **2016 - 2018**
British Columbia Institute of Technology, Vancouver BC
Relevant Coursework: software design, web development, cloud computing

WORK EXPERIENCE

Server   **2015 - 2020**
Whitespot, Vancouver BC

- Fostered leadership skills by training and coaching over 20 new employees
- Enhanced communication skills by handling over 30 customer phone calls per day
- Provided quality customer service to over 60 customers daily
- Increased product sales by highlighting and upselling featured items
- Addressed customer concerns empathetically which improved customer satisfaction

Production Associate   **2013 - 2015**
Edward Wear Inc, Vancouver BC

- Organized and handled sensitive data for more than 80 business clients
- Increased workplace productivity by testing and evaluating new software applications that were more efficient than the ones we were using
- Adapted to the busy environment and performed many different tasks such as creating informative videos for clients, designing business cards, cataloging information for tax season