

Gian Singh

Software Engineer



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🏠 Oakland, New Jersey

Education

B.S Computer Science : New Jersey Institute of Technology (Graduating Dec 2024)

Relevant Coursework

- Advanced Data Structures and Algorithms (CS 435)
- Internet Applications (IT 202 - Browser and Client Side Technologies)
- Programming Language Concepts (CS280 - Implemented our own Interpreter in C++)
- Android Application Development (CS 388)
- Advanced Database Systems (CS 434)

Technical Skills

- Experienced in web development, including front-end and back-end technologies.
- Familiar with database management and SQL, Android and iOS development, and Dev Ops
- Strong command of: python, c/c++, java, bash, java, android compose, html, css, javascript, node.js, react js, react native, redux, git, vim, azure, mysql, selenium and much more

Experience

Full Stack Developer at EventGames.io : Jan 2024 - Present

- Maintained and enhanced interactive 3D games using Three.js and React, ensuring optimal performance, bug-free experiences, and seamless deployment for client companies
- Created a customizable 3D endless runner game similar to Subway Surfers, offering companies the opportunity to showcase their logos and advertisements, thereby increasing its market appeal and attracting potential buyers.

Backend Engineer Intern at Logiware Inc: July 2023 - Dec 2023

- Developed automated test scripts using Selenium WebDriver in Java to ensure the functionality and stability of Logiware Inc's web applications.
- Successfully refactored and optimized the existing codebase to enhance maintainability and reduce redundancy, resulting in more efficient test suites.

Software Engineer Intern at Khalis Foundation: Jun 2021 - Jul 2021

- Built main components and mechanics of the vocabulary game, using React Native, Node JS, Redux and other technologies.
- Evaluated code of peers to ensure that it is valid, is properly structured, meets industry standards and is compatible with devices.
- Conferred with management daily to prioritize needs, resolve conflicts, develop content criteria and choose solutions.

Computer Science Tutor at NJIT: Jan 2021 - May 2021

- Tutored Courses which taught Python, Java and Computer Science concepts
- Helped students understand basic programming concepts like variables, loops, data structures, etc.

Projects

- [SanthiyaPothi.xyz](#), an application from which you can learn Santhiya, a method for learning to read Gurbani (Sikh Scriptures)
- [Keerat.xyz](#), an audio platform for Sikh Related Audio. Used by hundreds of users daily.
- [Akhar Jor](#), the app I worked on at Khalis Foundation, which is a vocabulary game for anyone who wants to learn Punjabi.
- Created a dropshipping website in PHP that gets its data by scraping sites every 6 hours and putting the data in a SQL database
- Engineered an immersive Full Stack Sudoku gaming application using PHP and MySQL, offering a wide range of features such as user management, Sudoku gameplay, competitive events, ranking systems, and more