Gurveer Grewal

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Skills

Languages: JavaScript, HTML, CSS, Python, C++, MySQL, PHP and Tableau.

Frameworks/Libraries/Tools: Vue.js, React, OpenCV, TensorFlow, Laravel, Git, Microsoft Azure, AzureAI, Selenium, Cypress, Jest, Bash, Docker, ORM, MVC, and Jira.

Experience

Homecare Hub – Web Developer & Software Test Engineering — Sept 2022 – Dec 2022

- Designed and implemented front and back-end features with PHP/Laravel, Vue.js and MySQL using MVC architecture.
- Implemented automated mailing in a queue which uses listeners and observers to dispatch emails.
- Created and executed feature tests for the main controllers, including tests on new features developed by me, to ensure validity throughout the product's lifecycle.
- Worked on enhancing and fixing defects/bugs and refactoring code.

PolicyMe – Technical QA Developer — Jan 2022 – May 2022

- Created End-to-End web application tests using JavaScript, Cypress and Jest.
- Implemented Circle-CI parallel test run throughs which can get called via Slack Commands.
- Worked with numerous third-party APIs such as Docusign, Slack, Circle-CI and HubSpot.
- Deployed tests which allows the QA teams to automate their testing and reduced manual testing by over 50%.

AltaML & Toronto Star – Junior Machine Learning Developer — June 2021 – Aug 2021

- Worked with AltaML and Toronto Star to create an AI pipeline to create a binary classification of toxic comments.
- Trained and modelled the AI using over 150,000 data points, resulting in an accuracy of 92.8%.
- Implemented natural language processing and sentiment analysis using Microsoft Azure.

Localcoin – Web Developer — May 2020 – Aug 2020

- Helped develop a user-friendly website using HTML/CSS and JS.
- Analyzed metrics with Google Analytics, increasing visitor count by 25%.
- Maintained sites and fixed front-end bugs.
- Contributed in continuous integration by fulfilling pull requests using Git.
- Created numerous SPAs for the website.

Projects

Object Detector — Sept 2022

Python & OpenCV

- Utilized OpenCV to develop object detection system that detects and tracks moving objects in real-time video streams.
- Used background subtractor methods to extract the pixels which are changing.
- Implemented algorithm to draw bounding rectangles around detected objects to improve visual tracking.
- Can perform on a video file or a live camera feed.

Chess — Dec 2021

C++

- Use of OOP principles in the development of the chess game, such as encapsulation and inheritance.
- Developed a graphical interface to make the game more user-friendly and better UX.
- Implemented an AI player which had two levels of difficulty.

Quick Suggest — Feb 2021

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- Suggests correct spellings for misspelled words.
- Uses suggestions from the algorithm and processes them using dictionaries.
- Suggestions are applied by insertions, deletions, swaps and substitutions.

Volunteer Work

Orchard Park's Coding Club – Founder — Mar 2019 – Jun 2020

- Founded and created a club with over 20 members.
- Explained and taught club members how to solve coding problems.
- Competed against other schools in online coding competitions.

FIRST Robotics Team 2056 – Team Member — Dec 2017 – Dec 2019

- Organized and ran gifted days for elementary school children to learn about coding and robotics.
- Supervised code for the autonomous section of the competition.

Education

The University of Waterloo — Sept 2020 – Present

Bachelor of Computer Science.