

HARGUN SINGH

PART II SOFTWARE ENGINEERING STUDENT

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🐙 [GitHub](#)

in [LinkedIn](#)

Objective

A motivated software engineering student eager to develop innovative digital solutions. I thrive in collaborative environments, enjoy problem-solving, and continuously seek challenges to grow both technically and personally.

Education

The University Of Auckland

Bachelors of Engineering (Hons) , Software Engineering

- Engineering GPA: 7.0+ (A/A-)
- Relevant Coursework: Fundamentals of Computer Engineering, Mathematical Modelling 2, Object-Oriented Programming, Software Engineering Theory, Professional Skills, Communication, and Collaboration, Software Engineering Design 1, Software Quality Assurance, Data Structure and Algorithms

SKILLS AND STRENGTHS

- Strong problem-solving & analytical skills
- Effective time management & attention to detail
- Quick learner, adaptable to new technologies

Projects

Matlab Photo Filter

[Github Repository](#)

Built 7 photo filters in MATLAB, demonstrating strong image processing skills, and earned a grade of A in this project.

C Boxed In game

[Github Repository](#)

Developed a game in C as part of a university coursework project and achieved an A grade for the project.

Mars Rover 3D Model

Constructed a 3D model of a Mars rover as part of my first-year university project using Autodesk Inventor and achieved 90% in that project

Omnifood Website

[Github Repository](#)

Created a fully responsive food service website following modern UI/UX principles. I developed dynamic animations and smooth scrolling using HTML, CSS, and JavaScript as part of a Udemy course project.

Portfolio Website

[Github Repository](#)

Made a fully responsive portfolio website using HTML, CSS and Javascript that works on any device. Developed dynamic animation and smooth scrolling.

Google Docs Clone

[Github Repository](#)

Developed a real time collaborative document editor with live editing and document persistence by following a youtube tutorial using NEXT.js, React, Tailwind Css, Convex for the database

Discord Clone

[Github Repository](#)

Made a fully functional real-time chat application with multiple chat rooms by following a youtube tutorial and I used Next.js, React, Tailwind Css, Socket.io, Prisma, MySql

Multiplayer Chess Game

[Github Repository](#)

Created a multiplayer chess game supporting two player live games by following a youtube tutorial and I used Node.js, Express.js, socket.io, chess.js

Scatch Bag shop

[Github Repository](#)

Built an authentication-based shopping platform where users must log in to access the features. I gained hands-on experience with Express.js, MongoDB, and Node.js.

Tools

Languages: Matlab, C, JavaScript, HTML, CSS, Java

Referees

Upon Request