HARKIRAT SINGH

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SUMMARY

As a **Third-year BTech (Hons.)** student, I have a strong academic foundation and hands-on experience in **Software Development, Web Development, App Development, UI/UX Design, Data Analysis,** and **Project Management**. A **quick learner** with excellent **problem-solving skills**, I am eager to apply my **technical expertise** and contribute to a dynamic team during a **Summer 2025 Internship**.

TECHNICAL SKILLS

- **Programming Languages**: Python, C, C++, HTML, CSS, Tailwind CSS, JavaScript, TypeScript
- **Web Development:** React.js, Next.js, Node.js, Express.js, Flask, Bootstrap, WordPress
- **Mobile Development**: React Native, Expo, Firebase
- **Databases**: MongoDB, MySQL, PostgreSQL, Oracle, Microsoft SQL Server
- **Version Control and Tools**: Git, GitHub, Beautiful Soup, VS Code, PyCharm, Debugging, Docker, Jira, Swimlane, Visual Paradigm, Figma, Agile, Scrum, Kanban, Linux, Network protocols (HTTPs/TCP/UDP), Virtual Machines

PROFESSIONAL EXPERIENCE

Cross Platform App Development Intern – EPHEC — Brussels, Belgium | June 2024 – July 2024

- Selected to represent **Seneca Polytechnic** internationally as part of the **Faculty Led Program Abroad** (FLPA) at **EPHEC**, Belgium.
- Developed **"The Pisslin' Guide"**, a restroom locator app, using **React Native**, **Expo Go**, and **Firebase**.
- Collaborated with a diverse team of students from Belgium and Denmark, achieving **second place** in a competitive project showcase.

Team Lead – Prince St. Pizza — Toronto, ON | Nov 2023 – Present

- Led a team of 15 employees, improving service quality and customer satisfaction for over **300 customers daily**, resulting in a **15% increase in positive feedback**.
- Managed **inventory** and optimized task coordination, reducing operational delays by **20%** and increasing efficiency.

EDUCATION

Honours Bachelor of Technology in Software Development – Seneca Polytechnic Toronto, ON | Jan 2023 – Aug 2026 (expected)

- **Cumulative GPA:** 3.8/4 (**1x President's Honour List**).
- **Key Coursework:** Software Development, Cross-Platform App Development, Web Development, Object-Oriented Programming, Front-End and Back-End Development, Database Management, Project Management.

CS50x Introduction to Computer Science – Harvard University — Online | May 2022 – July 2022

- Completed foundational and intermediate coursework in **Scratch**, **C**, **Python**, **HTML**, **CSS**, **JavaScript**, **SQL**, and **Flask**.
- Developed "**Space Fighter**," a 2-D game using the **Pygame** library in **Python**, showcasing skills in game development and object-oriented programming.

PROJECTS

Metropolitan Art Explorer | JavaScript**,** React, Next.js, Node.js, Bootstrap, Vercel | Live Demo | GitHub

- Developed a platform for exploring art and museum artifacts with **advanced search**, **favorites**, and **search history management**.
- Optimized app performance using **lazy loading**, reducing initial load time by **40%** and improving **user retention**.
- Deployed on **Vercel** for efficient hosting and **responsive design** across mobile and desktop.

Around the Globe | React.js, REST API, HTML5, Tailwind CSS, Vite, Vercel | Live Demo | GitHub

- Developed a dynamic website to explore countries worldwide using the **REST Countries API** for real-time country data.
- Implemented features like **country search**, **region-based filtering**, and **neighboring country navigation**.
- Optimized for **responsive design** across devices with a **light/dark mode** toggle for improved user experience.

The Pisslin' Guide | React Native, Expo, Firebase Firestore, Google Maps API | GitHub

- Developed an app that helps users **locate, rate, add,** and **review restrooms**, featuring an interactive map powered by **Google Maps API** and filters.
- Integrated **Firebase Firestore** for seamless **data storage**, **user authentication**, and **user reviews**, enhancing app functionality.
- Designed for **accessibility**, using **location-based proximity** to show the exact distance to the nearest restroom, ensuring convenience for travelers and daily commuters.

Space Fighter | Python, Pygame library, Random library, Math library, Pygame.mixer | GitHub

- Developed a **2D game** using **Python** and **Pygame**, featuring **real-time enemy movement** and **collision detection**.
- Utilized the **Random** library for dynamic enemy positioning and **Math** library for precise collision detection.
- Integrated **Pygame.mixer** for immersive **sound effects** and **background music**, enhancing gameplay experience.