Harman Minhas

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SKILLS

Technical Skills

- Experience with Java, JavaScript, HTML5/CSS3 , Bootstrap
- Some experience with PHP, jQuery, and p5.js
- Experience with object-oriented programming
- Communication and administration using Slack
- Version control using Git/GitHub
- Currently learning C and SQL

Transferable Skills

- Excellent written and verbal communication skills, able to collaborate and communicate with peers and users effortlessly
- Fluent in English, Hindi, and Punjabi
- Work well with others due to collaboration in multiple group projects
- Learn new skills quickly due to a passion for programming
- Able to manage time well due to balancing a heavy course load and group assignments
- Able to take on a leading role in a team

EDUCATION

British Columbia Institute of Technology   Sept 2017- Dec 2019
Computer Systems Technology Diploma

- Hands-on, practical experience in software development
- 87% GPA

PROJECTS

Math Game - github.com/HarmanM/MathGame

- A simple math game made using PHP with a functioning login page
- Uses session variables to validate if someone has logged in using the right username and password
- Generates two random numbers between 0 and 50 and asks the user to either add or subtract them, while keeping score

Pong - github.com/HarmanM/Pong
- A two player Pong game made using a JavaScript library called p5.js
- Uses the html canvas to draw a 2d environment for the game
- Uses object-oriented concepts such as constructor functions for both the player and the ball

Quote Generator - github.com/HarmanM/Random-Quote-Generator
- A random quote generator made with JavaScript that receives random quotes from the Forismatic API and displays them
- Uses AJAX requests to receive quotes from the API
- Changes the color of the page randomly as each new quote is received

EXPERIENCE

BCIT Hackathon – 2nd Place - github.com/HarmanM/BCIT-Hackathon

- Worked with three other students to build a web application that lets users rate the quality of BCIT washrooms, and calculates the average each time someone rates a particular washroom
- Learned many lessons, such as the importance of planning, how to deal with the stress caused by limited time, and how giving up some functionality in order to put out a working prototype is necessary at times