



Harman Minhas



hminhas21@my.bcit.ca



Linkedin.com/in/HarmanM



HarmanM.github.io



Github.com/HarmanM

Technical Skills

- Experience with Java, JavaScript, HTML5/CSS3, Bootstrap
- Some experience with PHP, jQuery, and p5.js
- Strong understanding of object-oriented programming concepts
- 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
- 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

Education

British Columbia Institute of Technology (87% GPA)

Sept 2017- Dec 2019

Computer Systems Technology Diploma

- Hands-on, practical experience in software development, group projects, and technical communication

Projects

Math Game | Web Dev Course | - github.com/HarmanM/MathGame

Dec 2019

- 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

Pong | Personal Project | - github.com/HarmanM/Pong

Dec 2019

- 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 | Personal Project | - github.com/HarmanM/Random-Quote-Generator

Dec 2019

- 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

Bathroom Buddies | BCIT Hackathon | - github.com/HarmanM/BCIT-Hackathon

Dec 2019

- 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
- Lessons learned: 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