

HUNNY JAGLEN

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Education

Lakehead University

Honors Bachelor of Science in Computer Science

Sep. 2020 – May 2025

Thunder Bay, ON

Relevant Coursework

- Data Structures
- Algorithms Analysis
- Artificial Intelligence
- OO Programming
- Software Engineering
- Database Management
- Internet Technology
- Computer Architecture

Experience

Sliike, Inc

Jan 2023 – Aug 2023

Nextjs Developer Intern

Remote

- Worked in an agile environment and participated in active sprints to manage company website and its content through backend APIs
- Developed new website components like looping Hero section video, promotional discount pop-up tab, countdown for a limited and more using Nextjs, TypeScript, Rest API, and Sanity.io.
- Build complete pages involving MongoDB for Webapp consisting of three NextJs Projects working together through Turbo repo.
- Created Admin dashboard using Google Firebase and SQL, Implemented Google Analytics for Nextjs, managed deployments on Vercel and updated content from Sanity.io for the website.

Projects

Ojibwe Dictionary [Github](#), [Link](#) | *Nextjs, Python, Colab, Tensorflow, Google Cloud*

- Trained a python model using machine learning with over 60,000 self-collected data entries to create the first ever Ojibwe translator
- Hosted the model on Google cloud to receive backend API calls
- Connected the dictionary content to Firebase, so users can suggest and correct the website content

Cloud Translator [Github](#), [Link](#) | *React, NodeJs, CSS, Vercel*

- Created a full-stack Translator webpage using ReactJs and NodeJs.
- Implemented more than 21 languages to translate between with detect language option available as well.
- Hosted the website on the cloud to receive a domain for the website.

Big Fish [Github](#), [Link](#) | *React, JavaScript Canvas*

- Developed a complex highly graphical 2d self-scrolling game using ReactJs and JS Canvas.
- Implemented various enemy types and backgrounds using OOP concepts like classes and interfaces.
- Hosted the game on the dedicated server

Tic-Tac-Toe [Github](#), [Link](#) | *Vanilla JavaScript, CSS, HTML*

- Created a well developed user-interfaced Tic-Tac-Toe game using Vanilla JavaScript
- Developed a high-rated A.I to play against players.
- Deployed the app on the cloud to receive a permanent domain.

Technical Skills

Languages: TypeScript, JavaScript, Python, Java, C, C++, SQL, Tailwind CSS

Frameworks: NextJs, ReactJs, Turbo-repo, ExpressJs

Developer Tools:: Google Firebase, NodeJs, MongoDB, GitHub, Sanity Content Management, Retool, Figma, Jira

Deployment Tools:: Google Cloud, Vercel, Heruko, AWS

Libraries:: Bootstrap, Bit components

Operating Systems:: Microsoft, Linux