# Inderpreet Warraich

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#### **EDUCATION**

#### Wilfrid Laurier University

Waterloo, Ontario

Bachelor of Science (Honours), Computer Science

Expected Graduation: December 2025

Relevant Courses: Object-Oriented Programming, Software Engineering, Applied Cryptography, Artificial Intelligence, Computer Networks, Text Retrieval and Search Engines

#### EXPERIENCE

#### Customer Service Agent (Professional Line)

Jan. 2025 – Apr. 2025

Crest and Oral-B (Remote)

- Acted as a sales representative for dental offices, recommending and selling electric toothbrushes, bundles, and hygiene products.
- Delivered **technical support** and **product education** to dental professionals, ensuring high client satisfaction.
- Resolved product, order, and service inquiries efficiently in a fast-paced remote environment.
- Maintained service quality metrics by providing accurate and prompt solutions.

## Freelance IT Project Developer

Sep. 2023 – Dec. 2023

Victoria Village Children's Services Ltd, Brampton, Ontario

- Designed and developed an Excel-based payroll application using VBA, automating manual calculations and reducing processing time by 15%.
- Conducted system analysis to identify inefficiencies and recommended customized improvements.
- Built intuitive user interfaces for seamless payroll data entry and reporting.
- Provided training materials and user documentation to ensure smooth staff adoption.

### Data Analysis and Management Intern

May 2021 – Aug. 2021

Centum Mortgage Smart Inc., Mississauga, Ontario

- Developed and maintained SQL databases to optimize mortgage data workflows.
- Utilized Python for data extraction, cleaning, and statistical analysis.
- Collaborated cross-functionally with the finance team to integrate technical solutions into business processes.
- Created dashboards and reports for monitoring mortgage application trends.

## PROJECTS

# Image Processing Pipeline (CP467 Course Project) | Python, OpenCV, NumPy, Jupyter

- Built a custom dataset of 10 object images and 30 multi-view scene images to simulate real-world occlusion and object overlap.
- Implemented an object identification pipeline using feature detection and matching techniques, evaluated with precision, recall, F1-score, and accuracy.
- Drew **bounding boxes and annotations** on detected objects for structured evaluation.
- Stitched 10 overlapping images to create a seamless panoramic scene and identified all objects within the panorama.

#### **3D** Rubik's Cube Simulation | C++, OpenGL

- Built an interactive 3D Rubik's Cube simulation using OpenGL with matrix-based transformations.
- Engineered an object-oriented architecture with modular classes for scalable cube management.
- Implemented **keyboard controls** to manipulate **cube rotations** in **real-time**.

### Point-of-Sale (POS) System | Python, SQL

- Designed and implemented a **POS** system with inventory and sales management functionality.
- Integrated secure SQL database and built a user-friendly interface to streamline cashier operations.
- Added sales analytics features for performance tracking and revenue reports.

# TECHNICAL SKILLS

Languages: Python, C++, Java, SQL, C#, Lua, VBA, HTML, CSS

Frameworks/Libraries: OpenCV, OpenGL, Stable Baselines3, NES-Py, NumPy, pandas, Matplotlib, Love2d

Tools: Git, GitHub, Jupyter Notebook