

# Inderpreet Warraich

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## EDUCATION

### Wilfrid Laurier University

Waterloo, Ontario

*Bachelor of Science (Honours), Computer Science*

*Expected Graduation: December 2024*

- Relevant Courses: Data Structures & Algorithms, Introduction to C and UNIX, Objects & Design, Object-Oriented Programming, Web Systems Development
- In-course Scholarship — Entrance Scholarship

## EXPERIENCE

### Freelance IT Project Developer

November 2023 - December 2023

*Fletcher's Creek Children's Centre*

*Brampton, Ontario*

- \* Developed an Excel-based payroll management application using VBA to enhance administrative efficiency for a children's center.
- \* Designed user interfaces for easy data and payroll management.
- \* Implemented custom functions to automate complex calculations, significantly reducing manual errors and processing time.

### Data Analysis and Management Intern

May 2021 – August 2021

*Centum Mortgage Smart Inc.*

*Mississauga, Ontario*

- \* Assisted in the development and maintenance of SQL databases, contributing to the streamlining of mortgage data management processes.
- \* Utilized Python for basic data analysis tasks, aiding in the extraction of meaningful insights from large datasets.
- \* Collaborated with the finance team to understand mortgage concepts and processes, enhancing my practical knowledge and application skills.

## PROJECTS

### Top-down Shooter mini-game | *Lua, Love2d*

November 2022 – December 2022

- \* Developed an engaging top-down shooter mini-game using Lua and Love2d.
- \* Designed intuitive gameplay mechanics and enemy AI behaviors.
- \* Demonstrated strong problem-solving skills and creativity in designing and implementing a captivating and enjoyable top-down shooter game.

### Point-of-sale System | *SQL, Python*

January 2023 – March 2023

- \* Developed a comprehensive POS system using SQL and Python.
- \* Implemented a user-friendly interface for inventory and sales management.
- \* Utilized SQL for database management, ensuring secure and organized storage of product information, customer data, and transaction records.

### 3D Rubik's Cube | *C++*

November 2023 – December 2023

- \* Developed an interactive 3D simulation of a Rubik's Cube using OpenGL and C++, demonstrating advanced skills in computer graphics and 3D rendering.
- \* Implemented a robust architecture comprising multiple classes (Square, RubiksCube2x2, World) to manage the cube's state and render it accurately in a 3D space.
- \* Utilized OpenGL's matrix transformations for realistic 3D rendering and animation, enhancing the user experience with visually appealing graphics.

## TECHNICAL SKILLS

**Languages:** Python, Java, SQL, Lua, C#, VBA, C++

**Frameworks:** Love2d, React, Node.js, Git

**Developer Tools:** GVS Code, Eclipse, Git, Docker

**Libraries:** NumPy, pandas, Matplotlib