Jashandeep Singh

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EDUCATION

University of Waterloo   Waterloo, ON
Bachelor of Mathematics, Computer Science Minor   *April 2022*
- Courses: Object Oriented Programming in C++, Data Structures, Approximation Algorithms, Applied Cryptography, Networks and Distributed Systems, Databases, Forecasting
- UW President's Scholarship

TECHNICAL SKILLS

Languages: Python, C++, Java, Kotlin, Golang, C, JavaScript, SQL, Scheme, HTML/CSS
Frameworks/Libraries: React, Redux, Node.js, Flask, PyTorch, Pandas, NumPy
Tools: Git, Android Studio, AWS, Bash, Docker, Kubernetes, Jira

EXPERIENCE

Freelance Developer - SOCA   June 2021 - Aug 2021
Web Developer   *Waterloo, ON*
- Built an interactive website in **React** and **Redux** for a cricket league played in Ontario by 16 teams every year
- **Improved load time by 15%** by managing website's state with redux and integrating lazy loading of images
- Built a scalable UI capable of handling big traffic load by reducing UI re-renderings which **decreased data processing cost by 20%**

Petro-Wagon   Aug 2019 – Jan 2020
Software Engineer   *Remote*
- Developed an **android app** for an online fuel delivery service-based start-up from scratch
- Programmed app's local database using **Android Room** and implemented **SQL** queries to store mutable live data
- Maintained structured code using **MVVM architecture** to enhance reusability and optimized app performance

Stark Softwares   May 2017 – Aug 2017
Testing Engineer   *Remote*
- Contributed to over 50 UI automation tests and debugged UI/UX issues, ensuring 100% compliance with quality
- Effectively wrote clean and reusable code for designing templates for clients and performed troubleshooting

PROJECTS

My Crypto | *Kotlin*
- A cryptocurrency app where users make a fake portfolio using paper money and perform real life trading strategies to get used to crypto world before putting in real money
- Built using technologies like **Android Room** for local storage database, **Dagger 2** for Dependency Injection and Restful Web Services using **Retrofit, OkHttp, Glide, Gson and Coroutines**
- App implements production level coding techniques and patterns

AI Chess | *C++*
- Developed in C++, a fully functional game of chess with a support of playing against computer
- Implemented human vs computer version using **min-max algorithm** to generate optimal computer moves
- Reduced code redundancy by using OOP principles and design patterns like **observer, decorator**

Crypto Alert | *Kotlin, Go*
- A real-time cryptocurrency app that notifies the users if any cryptocurrency's price goes beyond their set limit
- Built the **application server** in Go using **echo framework** to handle http requests and other backend services

iRead | *Java, SQL, XML*
- Developed a book reading Android app with an access to more than **0.5 million** books from **Google Books API**
- Implemented the database using **SQLite** where users can create their profile and save favourite quotes within app
- Designed a user-centered consistent UI which displays books in customizable categories like favourites, current read

EXTRACURRICULAR ACTIVITIES

- Participated in various hackathons including **Hack the 6ix**, **Starter Hacks**