

Jaana Sangha

Bachelors Software Engineering Co-op Student

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Highlights Of Qualifications

- Enrolled in level 3 of the Bachelors Software Engineering program at McMaster University
- Excellent communication, teamwork, and leadership skills developed through various collaborative projects
- Effective organization, time management, and project management skills gained through diverse project experiences
- Experienced with object-oriented programming, software design patterns, software architecture, distributed systems design, and full stack development
- Strong background in game development and full stack web development through numerous completed projects and work experiences

Education

Bachelor of Technology, Software Engineering | McMaster University | May 2024 - May 2026

- Relevant courses: Computer Security, Fundamentals of Networking, Contemporary Math for Software Development, Software Requirements and Specifications

Advanced Diploma, Game Programming | George Brown College | September 2019 - May 2022

- Graduated with honors for having a grade-point average above 3.5 on a 4.0 scale
- Relevant courses: Advanced Programming, Artificial Intelligence, Data Structures and Algorithms, Game Physics, 3D Graphics Programming, Advanced Graphics Programming, Advanced Topics in Programming Languages, Mobile Game Development

Experience

Web Developer | Freelance | January 2022 - Current

- Designed and developed responsive websites and web applications for diverse clients, ensuring high performance and user-friendly interfaces
- Utilized front-end technologies such as HTML5, CSS, JavaScript, and frameworks like React.js to create dynamic and interactive user experiences
- Conducted thorough testing and debugging to maintain high-quality standards and ensure optimal performance across different browsers and devices
- Collaborated with clients to understand their needs, provide technical guidance, and deliver customized web solutions that meet their specific requirements
- Utilized version control systems like Git for tracking code changes and maintaining a stable development environment

Unity Game Developer | Contract | January 2023 - May 2023

- Developed and optimized game mechanics and features using Unity and C#, ensuring high performance and smooth gameplay
- Collaborated with cross-functional teams, including artists and designers, to implement immersive and engaging game environments
- Conducted performance optimization and debugging to ensure games ran efficiently across various platforms and devices
- Conducted regular playtesting and gathered user feedback to refine game mechanics, user interfaces, and overall gameplay balance

Projects

Petsgram | www.petsgram.ca | November 2023 - Current

- Currently working on a social media application that focuses on pets. The users can post pictures and text from their pets perspective. The app sends the info to a backend server using Node.js, AWS, and MongoDB. It is then loaded from the front end using React.js when the user is authorized

Twitter AI and API Bots | December 2023

- Created a couple automated twitter accounts using API's. The bots were created with Javascript to call the OpenAI API to create the content of the tweet then uses the Twitter API to post the tweet

Roly Controlly | May 2023

- Created a game using Unity where the player uses their mobile device accelerometer to move the ball around different levels with unique obstacles to the end before the timer runs out

Certifications

The Complete Web Development Bootcamp | Udemy | August 2023

- Major Units of Study: API's, Authentication and Security, Bootstrap, Express.js, Flexbox, Git, jQuery, MongoDB, Mongoose, Node.js, Postgre, React.js, SQL and NoSQL Databases

Skills

Proficient Languages: C++, C#, C, Javascript, Java, Python, Swift, HTML, CSS

Tools/Frameworks: Unity, Unreal Engine, Git, Perforce, Trello, React.js, Node.js, MongoDB, Express.js, AWS, Postgre, Adobe Photoshop