Jasjeet Singh Soor

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EDUCATION

University of Toronto — Toronto, ON
Honors of Bachelor of Science in Computer Science, Major in Statistics — *Sept. 2024 – present*

EXPERIENCE

Director of Technology — Aug. 2025 – Present
The Association of Mathematical and Computer Science Students(AMACSS) — *Scarborough, ON*
- Directed a cross-functional technology team to maintain and enhance AMACSS's web platform serving **500+** students.
- Managed team development of new features on the existing **Next.js** platform, increasing user engagement by **50%**
- Oversaw code quality and deployment through **GitHub pull requests** and managed version control workflows
- Coordinated development of digital solutions including event registration systems and centralized resource hubs

Coding Instructor — Aug. 2025 – Present
Stem Rise — *Markham, ON*
- Taught students ages 10-14 coding fundamentals using **Roblox Studio** and Minecraft to build **interactive games and projects**.
- Introduced **core programming** concepts such as loops, conditionals, and problem-solving through hands-on activities.
- Communicated student progress to parents using regular feedback to highlight achievements and areas for growth.

PROJECTS

DeepEdit | *HTML/CSS, JavaScript, Flask, Python, SQL, OpenCV, NumPy* — June 2025 – Present
- Developed a Flask-based backend with Python, implementing routing for image upload, editing, and retrieval workflows hosted using **Render**
- Implemented advanced image filtering and enhancement features using **OpenCV, NumPy, Pilgram2, and Pillow** for effects, cropping, and brightness/contrast adjustments
- Built a dynamic **JavaScript/HTML/CSS** frontend with asynchronous requests to the backend, delivering a responsive and seamless editing experience
- Designed a **SQL-powered** user authentication system supporting secure registration, login, and session management
- Utilized **Git** for version control, maintaining clean branching and commits to track development progress

Safe App | *Android Studio, Java, Git, Firebase, Jira, Figma* — June 2025 – August 2025
- Directed a 5-member **Agile** team as **Scrum Master** to develop a safety app for users experiencing domestic violence, managing sprints in **Jira** and coordinating feature development
- Developed initial entry screen, user registration, and login workflows integrating **Firebase Auth**, Google Sign-In, and encrypted PIN login with **AndroidX Security**
- Designed wireframes and interactive prototypes in **Figma**, translating requirements into intuitive entry, login, and registration screens
- Designed and executed comprehensive test suites with **JUnit** and **Mockito**, achieving high code coverage and ensuring authentication/database reliability
- Managed source control with **Git**, establishing branching workflows, handling **pull requests**, and resolving **merge conflicts** to streamline **collaboration** and maintain clean commit history

Maze Game | *C, SDL2, Data-Structures* — Jan. 2025
- Developed a maze exploration game in **C**, implementing player movement, collision detection, and pathfinding with **Graphs** and **BFS**.
- Designed dynamic maze layouts using **Linked Lists** and built an interactive UI with **SDL2** for rendering and user input.

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL, JavaScript, HTML/CSS
Frameworks & Libraries: React, Next.js, Flask, JUnit, BootStrap, Firebase, OpenCV, NumPy
Tools: Git, VS Code, Visual Studio, Eclipse, Excel, Linux, Android Studio, Figma, Jira