

GURSHAN JHINGER

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EDUCATION

Simon Fraser University
BASc Computer Science

September 2018 - Expected December 2022
Burnaby, British Columbia

RELEVANT EXPERIENCE

PixlWorks Productions - Software Developer Intern January 2022 - April 2022
HTML, CSS, ReactJS, NodeJS, Express, GraphQL, graphql-request, Axios *Vancouver, B.C.*

- Developed a full-stack software solution from the ground up to tackle PixlWorks' growing bottleneck relating to the main service they provide to customers. This solution allowed the capacity of customers that PixlWorks could serve at any one time to increase from the previous limit of 150 to a new limit somewhere in the thousands/ten-thousands.
- Implemented an intuitive user interface to guide users through the application for mobile/desktop platforms allowing users to access needed resources quickly and with minimal interactions.
- Utilized a NodeJS/Express backend to hide important business logic, and also wrote mutations/queries for a GraphQL API provided by a 3rd party storage platform used by PixlWorks.
- Consulted clients/supervisors regarding important design decisions to implement and followed an Agile (Scrum) methodology for an iterative development process through the lifecycle of the project.

PROJECTS

Simple Thesaurus June 2021
HTML, CSS, ReactJS, CSS-Styled-Components, Merriam-Webster Thesaurus API (JSON)

- Developed a clean and easy to use thesaurus application in React using the Merriam Webster API in order to collect word data to present to users.
- Applied a very minimalist and simple-to-navigate User Interface for Mobile and Desktop applications.
- Used styled-components to integrate CSS snippets directly into component files for convenience.
- Implemented simple error checking in order to guide the user when searching for words.
- Used Hooks (State), Conditional Rendering, Map Component Rendering, Prop Validation and other React features.

Digimon Index March 2021
TypeScript, CSS, HTML, LocalStorage

- Created a tracker to use to keep indexes of Digimon using LocalStorage in order to store and retrieve saved Digi's across instances of a browser.
- Used TypeScript and followed a modular design in order to structure and organize the code.
- Constructed a simple User Interface allowing users to view information of their index or control whether they would like to edit any of their currently stored Digimon.
- Implemented forms that changed depending on the type of Digimon being entered into the index in order to prevent conflicting types from existing.

TECHNICAL SKILLS

- **Web Development** - JavaScript, TypeScript, HTML, CSS, ReactJS, NodeJS/Express, GraphQL
- **Languages** - JavaScript, TypeScript, C/C++, Java, Python, Haskell, SQL, MATLAB,
- **Operating Systems** - Windows, Linux, some Android
- **General** - Agile (Scrum), Version Control (Git), JUnit, Selenium, VSCode, Figma