

Address: 10 South Avenue, Coventry, CV2 4DR

Email: [jeevpangli@gmail.com](mailto:jeevpangli@gmail.com)

GitHub: <https://github.com/Jspanglez>

Mobile: 07422502627

# Sukhjeevun Pangli

---

I am a Computer Science graduate with a first-class degree and a keen interest in front-end development. My fascination with the inner workings of video games sparked my journey into this field. My core competency is JavaScript, HTML, and CSS. My strong work ethic, whether I'm part of a team or working solo, has been key to my success in university. I am excited to bring my technical expertise and collaborative spirit to a forward-thinking organisation where I can continue to grow and make a positive impact.

## JUNE 2023 - PRESENT

- Completing a traineeship at IT Career Switch (Full-Stack Web Development).
- Self-teaching React.js as well as the languages TypeScript and C#.
- I assist [@SikhSinglesEvents](#) with social media management, event coordination, and customer engagement.
- Taking time to travel to places such as Canada, Spain, and India.

## EDUCATION

### De Montfort University, Leicester

OCTOBER 2020 - JUNE 2023

BSc (Hons) Computer Science, 1st Class

### Relevant Coursework / Projects

#### Mobile app for creating and participating in surveys (Kotlin):

<https://github.com/Jspanglez/SurveyApp>

A simple Android application that utilises event handling to allow a user to participate in a survey created by an admin. The app is connected to a database to store all the relevant information.

#### Online portfolio (HTML, CSS, JavaScript):

<https://jspanglez.github.io/personal-portfolio/>

An online portfolio I built for myself using Vanilla JavaScript to manipulate the DOM. I have integrated the GitHub REST API into the website using JavaScript's Fetch API, leveraging Promises to handle asynchronous

requests and responses, and dynamically creating and appending HTML elements to display GitHub repository information on the page.

## **2D platformer Development Project (HTML, CSS, JavaScript):**

<https://jspanglez.github.io/DKJS/>

This project is a JavaScript-based recreation of the classic arcade game “Donkey Kong,” using the canvas element. It employs an Object-Oriented approach with separate classes for different objects. Developed in an Agile environment, I continuously integrated feedback from my supervisor. Jump physics and other mechanics were created from scratch without libraries or frameworks.

## **SKILLS**

- Experience in languages such as Java, Scala, Kotlin, and JavaScript.
- Proficient in database systems such as SQLite and MongoDB.
- Confident with using GitHub and familiar with Git Bash.
- Eagerness to learn and improve.
- Strong problem-solving skills and ability to work well in a team environment.

## **EXPERIENCE**

### **PDSA, Coventry** – *Voluntary Customer Assistant*

OCTOBER 2017 – SEPTEMBER 2018

I gained customer service experience and responsibilities, including till operations, store cleanliness, restocking, and price updates, which pushed me out of my comfort zone.

## **REFERENCES**

Available on request