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<https://github.com/Jspanglez>

# Sukhjееvun Pangli

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## 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.
- Strong problem-solving skills and ability to work well in a team environment.

## EDUCATION

### De Montford University, Leicester - First Class Honours

OCTOBER 2020 - JUNE 2023

BSc (Honours) Computer Science

### Relevant Coursework / Projects

- System for choosing university modules (Java and JavaFX)  
Using event handling in Java, I created a system that allows the user to choose modules from my university and store them in a text file.
- 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/portfolio-website/>  
This is the website I built for my front-end development module. It includes aspects of HTML, JavaScript, and CSS that I have learnt and applied from my lecturer as well as relevant aspects that I have self-taught. I have integrated the GitHub REST API into my 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 (HTML, CSS, JavaScript): <https://jspanglez.github.io/DKJS/>

This is my development project, and it primarily uses JavaScript. It will be my interpretation of a recreation of the classic arcade game “Donkey Kong”. I have taken an Object-Oriented approach with this project, having different objects be their own class. Aspects such as jump physics have been created from the ground up, as I am not using any libraries or frameworks.

- Noughts and Crosses (React): <https://jspanglez.github.io/noughts-and-crosses/>

I am teaching myself React in my spare time and have made a simple game of Naughts and Crosses. It displays who’s turn it currently is, who the winner is, and it has an option for a dark mode.

## 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, pushing me out of my comfort zone.

## ACTIVITIES

I completed the Duke of Edinburgh’s bronze award and leading my team through the Cotswolds improved my leadership skills. I also did a hacking module, which involved the leader setting up a wall of code for us to decrypt using a Raspberry Pi. I enjoyed the module thoroughly.

## REFERENCES

Available on request