KARANVEER SINGH

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I'm a Computer Science major interested in full-stack web development and database design. I turned toward web development as an opportunity to improve my understanding of how websites are made and to appreciate the effort it takes to build one. My passion for continuous learning and growth has allowed me to really focus on improving myself, as well as, developing cleaner, and more robust

Skills

PROGRAMMING LANGUAGES

JavaScript

SQL

Typescript

HTML5

CSS3

COMPUTER SCIENCE

Data Structures

Object-Oriented Programming

Database Design

Algorithm Design

Agile methodology

FRAMEWORKS, LIBRARIES AND ENVIRONMENTS

NodeJS

ReactJS

ExpressJS

Ajax

EJS

Knex JOuerv

SASS

Socket.IO

VueJS

Mocha Testing Environment Chai Assertion Library

DATABASES AND CMS

PostgreSQL MongoDB

Git

SPOKEN LANGUAGES

English: Native Language

Punjabi: Fluent Hindi: Conversational Japanese: Beginner

Education

University of British Columbia

B.S.c Computer Science 2019

Favorite area of study: Relational Database Management Systems

Favorite class: Artificial Intelligence - Intelligent Systems

Lighthouse Labs

2018

Full-time immersive bootcamp focused on full-stack web application development. Received a Lighthouse Labs diploma upon completion.

Selected Projects

Capstone project

NodeJS, ES6, Typescript, Mocha, jQuery, HTML, CSS

This project is a full-stack web application from a software engineering class at UBC. It allows users to query information on classes at UBC as well as buildings and rooms. For a full list of the project's specification and the EBNF defining the query's form and abilities.

See: Github, https://github.com/ubccpsc/310/blob/2018sept/README.md

Geek-Bazaar Dec. 2017 to Jan. 2018

VueJS, NodeJS, Vuex, ExpressJS, PostgreSQL, KnexJS, Axios, Bootstrap4, BoardGameGeek API A simple interface for sellers and buyers of board games to connect, post, sell, buy or trade board games. Authenticated user-registration login and logout, ability for a game-seller to post any game to sell with detailed specification on game notes and conditions. Ability for game-sellers to review potential orders on any games the user may have posted to sell and a cart feature to review the details of purchase before checking out. Buyer-seller messaging capability to finalize transactions, for game exchange, and settling disputes concerning price, exchange location/time.

<u>Jungle</u> Dec. 2017 to Dec. 2017

Ruby, Ruby on Rails, PostgreSQL, SCSS, Active Record

E-commerce application that simulated a real-world scenario of inheriting a large code base. Features added were information on products sold out, admin capability to add categories, user-authentication, order details, admin security, and product ratings.

Chatty Dec. 2017 to Dec. 2017

SCSS, ReactJS, Webpack, Websockets, ExpressJS, NodeJS.

A real time web application using the ReactJS framework. This app allows communication between multiple clients such as messaging, name changing with a notification and displaying the number of current online users.

Responsive Restaurant Nov. 2017 to Nov. 2017

EJS, SCSS, Bootstrap4, jQuery, ExpressJS, Node.JS, ES6, Knex(SQL), Postgresql, and Twilio API.

A two page full-stack food ordering experience for a single restaurant. select one or more dishes and place an order for pick-up. When an order is placed the restaurant receives the order via SMS. The restaurant can specify how long it will take to fulfill it and once they provide this information, the website updates for the customer and also notifies them through SMS. The restaurant owner also has the ability to update the price of menu items.

<u>Tweeter</u> Nov. 2017 to Nov. 2017

EJS, SCSS, Bootstrap4, jQuery, AJAX, Gulp, ExpressJS, NodeJS, MongoDB.

A simple full-stack single-page AJAX-based twitter clone that allows users to submit tweets and view tweets from other users.

<u>TinyApp</u> Nov. 2017 to Nov. 2017

EJS, ExpressJS, NodeJS

An intro full stack web application that allows users to login and logout, see other user's URLs, add a URL to shorten, and display the shortened URL.

Volunteering

UBC Physics Society Advertising Coordinator

Sept. 2016 to Jan. 2017

Sept. 2014 to Jan. 2019

Sept. 2018 to Nov. 2018

Responsible for designing posters for academic events as well as design advertisements for the club that promote using the space of the UBC Physics Society.