

KHUSS SANJAY THAKRANI

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EDUCATION

University Of New Brunswick, Fredericton, New Brunswick Bachelor Of Computer Science Specialization in Cybersecurity Relevant Coursework: Object-Oriented Programming, Data Structures Algorithms, SQL data management, System Programming	August 2023 - Present
Ramsheth Thakur Public School, Mumbai, India High School, Science Stream (With Distinction)	June 2020 - May 2022 GPA 3.7

PROFESSIONAL EXPERIENCE

Rogers Communications, Sales Representative, Fredericton, New Brunswick <ul style="list-style-type: none">Provided customer-centric solutions by selecting mobile and plan recommendations to client need.Contributed to process improvement by streamlining inventory audits and cash reconciliation procedures.Exceeded monthly sales targets by 40–50% through needs-based selling.	July 2024 - Present
Walmart, General Merchandise Associate, Fredericton, New Brunswick <ul style="list-style-type: none">Restocked shelves and maintained product displays to ensure shelves were organized and fully stocked.	Aug. 2023 - July 2024
Elements Constructions Pvt.Ltd., IT Systems & Data Coordinator - Mumbai, India <ul style="list-style-type: none">Built Acted as a data engineer by automating pipelines for expense tracking, budget monitoring, and vendor reporting using Power BI.Developed Python-based test automation scripts to validate and monitor system performance during testing.Developed automated KPI dashboards in Power BI to streamline reporting workflows, cutting report prep time by 25% and enabling faster access to insights.	May 2022 – Aug 2023

ACADEMIC PROJECT

CS 2043 – Introduction to Software Engineering Family Financial Tracker <ul style="list-style-type: none">Developed a budgeting application using Python, Agile methods to help users track income, expenses, and savings.Applied software engineering lifecycle principles with version control (Git), UML system modelling, and unit testing to ensure reliability.	Sept. 2024- Dec.2024
CS 2263 – Software Systems Programming Terminal-Based Snake Game <ul style="list-style-type: none">Built a C-based game applying memory management and modular design.Implemented a real-time frame-based game loop and input handling.Implemented efficient I/O handling and real-time user input for gameplay mechanics.	Jan. 2025 – April 2025

PERSONAL PROJECT

PORTFOLIO WEBSITE

Personal Portfolio Website

- Built a responsive personal portfolio website showcasing projects and technical blog posts.
- Emphasized performance optimization, accessibility, and cross-device compatibility.

SKILLS & CERTIFICATIONS

Management Methodologies: Agile Methodology, SDLC, Version Control, Unit Testing, Automation

Tools: Git, GitHub, Visual Studio Code, IntelliJ IDEA, Jira, Power BI

Programming Languages: C, C++, C#, Java, Python, JavaScript, Bash. Learning Languages: Ruby, Go

Databases: MySQL, MS SQL, SQL, Mongo DB

Operating Systems: Linux, OS(Familiar)

Additional Competencies: Software Design, Data Structures Algorithms, Test Automation, I/O Handling, Self Motivated

Certifications: Introduction to Programming with MATLAB, The Arduino Platform and C Programming (University of California, Irvine)

ACTIVITIES & AWARDS

- Entrance Scholarship UNB | Top Rank in High School