Harnoor Singh Reen

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SKILLS

Programming Languages Java ● Python ● C ● C++
Web Development HTML ● CSS ● PHP ● JavaScript ● React.js ● Bootstrap ● Node.js
Databases MySQL ● PostgreSQL
Operating Systems Windows ● macOS ● Unix ● Linux
Libraries PyGame ● OpenCV ● JavaSwing ● Java3D ● Tkinter
Other Scrum ● Github ● Git ● MS Office ● GCC ● Latex ● Azure DevOps

EDUCATION

BACHELOR OF COMPUTER SCIENCE (HONOURS) CO-OP | UNIVERSITY OF WINDSOR

September 2019 - Present | Windsor, ON

- University of Windsor's Entrance Scholarship Recipient
- Dean's Honour Roll Recipient 2020-2021

EXPERIENCE

UNIVERSITY OF WINDSOR | TEACHING ASSISTANT

September 2021 - Present | Windsor, ON

- Assisting students to understand concepts related to Database Management Systems and resolving difficulties with SOL and Oracle
- Tutored students by reinforcing the lessons presented in class by collaborating in groups during regular office hours and assisted with grading of assignments

PROJECTS

BITWHEEL

Web Application (GitHub)

- Full stack web application for manufacturers and customers to upload and search information for car parts.
- Received two awards at BorderHacks (MLH Hackathon) 2020 including Runner Up of People's Choice Award and Winner of the OneLedger Challenge
- Technologies Used: React.js, HTML, CSS, JavaScript, BlockChain

SORTING ALGORITHMS VISUALIZER

Algorithms Visualizer (G GitHub)

- Developed a Web and Python application which visualizes the sorting algorithms and sorts shifting array sizes in variable speeds according to various sorting techniques like Bubble Sort, Merge Sort and various others
- Technologies Used: Python, Tkinter, HTML, CSS, Bootstrap, JavaScript

AUTOMAGIC WEBSITES

Automatic Website Creator (GitHub)

- Developed a digital CV/website platform specifically tailored to Computer Science students. Offers a platform to users to quickly create, edit, publish, and export their own simple, yet sleek, website in a matter of minutes.
- Technologies Used: Python, Flask, HTML, CSS, Bootstrap, PostgreSQL

RACE COURSE BOMB

Interactive Game (G GitHub)

- An interactive racing game built through Java and using Java 3D in which the user has to avoid the obstacles approaching to them in variable speeds while navigating the car (player) on the road (path)
- Technologies Used: Java, Java3D

EXTRACURRICULAR

Faculty of Science University of Windsor Dean's Honour Roll (2021)

BorderHacks - MLH Hackathon Winner, OneLedger Challenge and Runner's Up People's Choice Award (2020)

UWindsor Computer Science Society Events Coordinator (2021)