Manraj Singh

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EDUCATION

UNIVERSITY OF CALGARY
B.Sc in Software Engineering (Entering 3rd Year)
2020 - Present | Calgary, Alberta
Schulich School of Engineering
GPA: 3.22

COURSEWORK

Data Structures and Algorithms
Computer Architecture and Organization
Principles of Software Development
Programming Fundamentals
Probability, Statistics, Machine Learning
Digital Circuits

SKILLS

PROGRAMMING

Highly Proficient
Java • Python • HTML/CSS/JavaScript

Proficient
C • C++ • MySQL

Frameworks
Bootstrap • JUnit • Node.js • React • Pandas • NumPy • Matplotlib • Sckit-learn

OTHER

Git Version Control • Unix • Object-oriented Design/Programming • Adobe Suite • MATLAB • Fusion 360

AWARDS

University of Calgary Entrance Scholarship

Alexander Rutherford Academic Achievement Scholarship

Jason Lang Academic Achievement Scholarship

LINKS

Github:// ManrajSingh6
LinkedIn:// Manraj Singh

EXPERIENCE

OMNIVIR | Computer Network and Web Technician
July 2022 - Present | Calgary, Alberta

- Used HTML, CSS and JavaScript to create websites for clients (from scratch and from existing wireframes).
- Created E-commerce pages using WooCommerce and Shopify along with payment systems to administer subscription-based services.
- Updated and maintained websites by improving UI/UX design and plugins.

HACK YOUR LEARNING HACKATHON | Designer and Developer
March 2022 | Calgary, Alberta

- Created a desktop application that teaches young developers about the Java programming language through lessons, interactive quizzes and embedded videos.
- Used Java for back-end application logic (lessons, login verification, embedded videos).
- Used Swing and AWT to create a user-friendly and responsive GUI.

SOFTWARE PROJECTS

FOOD BANK ORDER MANAGEMENT SYSTEM | Developer

- Developed an application that allows users to input family size and other parameters to generate a food hamper.
- Used MySQL to store the food inventory; performing querying, search, and delete operations to maintain food inventory in database.
- Created a custom algorithm to automatically generate food hampers that met nutritional requirements based on user input, while preventing food waste with 97% efficiency.
- Used Java, Swing, AWT and Object-Oriented Programming Principles.
- Created UML diagrams to show class relationships and software design.

MACHINE LEARNING VEHICLE PREDICTION MODEL | Developer

- Used Python to create a KNN machine learning model to predict types of vehicles when given vehicle parameters as input.
- Gathered vehicle data and stored it in tabular form using Pandas.
- Used NumPy to process the data and graphed it using Matplotlib for statistical analysis.
- Developed a KNN machine learning model using Sckit-learn with a prediction accuracy of 94.6%.