# **Luvneet Singh Bamrah**

## **Faculty of Computer Science Co-op Program**

https://www.linkedin.com/in/luvneet-bamrah-157281214/

## **Education:**

September 2020 – Present Bachelor of Science in Software Engineering

Fredericton, NB

April 2020 Leaders Private School Sharjah,

**UAE** 

June 2019 – March 2020 CS50 – Introduction to game development Harvard

University

May 2020 PH125 – Data Science: Machine learning

Harvard University

June 2020 CS50 – Mobile App Development with React Native

Harvard University

## **Work Experience:**

April 2018 – April 2020 Leaders Private School, Sharjah, UAE

Student council

Organizing events throughout the year while keeping studylife

balance

Ensuring safety of students throughout campus

#### September 2021 – April 2022 University of New Brunswick

Residence Assistant

Providing frontline support to residents, with a focus for a safe

and positive environment

Maintaining discipline on the premises

Submitting weekly reports to the management

Emergency responses

## **School Experience**

September-December 2023

**SWE4103 – Software Quality and project management** Topics include:

Emphasize testing, verification and validation, techniques, software project tracking, planning and scheduling, organizing and managing software development teams

Introduces formal specification languages, statistical software reliability engineering, factors influencing productivity and success, risk analysis and planning for change

## **Personal Projects**;

- Made a program using Java and MySQL to imitate an online grocery.
- Made a program in VHDL that takes a base 11 button input, converts it to base 12 and displays it to the screen. Also implemented up/down counting and reset buttons.
- Made a game educating people on severe anxiety and other mental disorders.
- Made a GUI program that imitates a gym login system. Includes details of trainers, other staff, and customers.
- Made several remakes of popular games as coding project in a CS50 Introduction to game development class (Harvard University)
- Currently working on a 2d platformer game, with a unique story line and custom music.
- Made a Sensor Management System with functioning database, database management, front end, back end and several development pipelines.
- Made a graphing system in JavaFX which actively takes in coordinates and can plot them. This system can also remove and edit data points.

## **Skills:**

**Programming Skills**: Java, SQL, Python, C#,C, HTML5, JavaScript, VHDL, MatLab, Racket, Git, Assembly

Operating Systems: Microsoft Windows, Linux, Android, iOS

Soft Skills: Communication, Organisation, Problem Solving, Teamwork, Multitasking, Attention

to detail