ANMOLPREET SINGH

📞 +1 (204) 802-6726   ✉ sin121@myumanitoba.ca   in linkedin.com/in/anmolp-singh   github.com/Qprah

EDUCATION

University of Manitoba   September 2021 – May 2025
Bachelor of Science in Computer Science, Minor in Mathematics and Statistics   *Winnipeg, MB*

International College of Manitoba   September 2020 – August 2021
Bachelor of Science   *Winnipeg, MB*
- Cumulative GPA: **4.0**
- **Dean's Honour Roll** (Fall 2020, Winter 2021, Summer 2021)

EXPERIENCE

Web Developer   Present
Self-Employed   *Winnipeg, MB*
- Designed and developed a **dynamic website** for a fitness trainer using **Next.js** for **server-side rendering** and improved **SEO**, and **Framer Motion** for smooth animations, integrating an **appointment booking system** with automatic email confirmations, increasing client acquisition rate by **40%** through a modern, accessible online presence.

Teaching Assistant   January 2024 – June 2024
University of Manitoba   *Winnipeg, MB*
- Instructed and graded COMP 1020 students (Jan 2024 - April 2024), fostering foundational **Java** programming skills.
- Assisted in teaching COMP 1010 (May 2024 - June 2024) and COMP 4620 (May 2024 - June 2024), enhancing students' understanding of computer science principles.

Retail Sales Associate   December 2021 – January 2024
Home Depot Canada   *Winnipeg, MB*
- Promoted products, resolved customer issues, and ensured safe stocking in the **Electrical, Plumbing, and Paint** departments, boosting customer satisfaction and sales. Just work on the bullet points, add more quantifier, focus on what you did instead of know.

PROJECTS

UPlanner ↗ – Developed a course planning service prototype for university students, using **Java** and **Android Studio**, minimizing the time required to plan course schedule. Achieved **88%** code coverage with comprehensive unit, integration and acceptance testing using **JUnit** and **Espresso**.

Fitness Companion ↗ – Developed a comprehensive workout library using **Reactjs** and **Vite**, implementing interactive selectable parts of an SVG figure with a smart filter to enhance user experience and accessibility. Conducted user testing and feedback sessions to refine the interface, improving overall usability and functionality.

Chess ↗ – Developed a graphical multiplayer Chess game in **Java**, incorporating advanced chess rules and a semi-random move bot, enhancing gameplay complexity.

Live-Chat Application – Created a **peer-to-peer** live-chat system utilizing **web-socket protocol** in **python**, enhancing real-time communication efficiency.

TECHNICAL SKILLS

Languages: Java, Python, TypeScript, R, SQL (Postgres), LaTeX

Frameworks and Libraries: React, Next.js, Node.js, Flask, Material-UI, JUnit, Pandas, NumPy

Developer Tools: GitLab, Jira, Azure, Postman, Google Cloud Platform, Docker, Power BI