

Sahibjot Boyal

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Education

University of Western Ontario

B.S. Specialization in Computer Science

London, ON
Sept. 2020 - Dec 2024

- **Relevant Coursework:** CS Fundamentals, Operating Systems, Advanced Computer Databases, Advanced Computer Networks, Computer Organization, Machine Learning, Software Architecture, Unstructured Data, Object-Oriented Design, Artificial Intelligence, Foundations of Computer Science

Work Experience

DHL International

Distribution Centre - Active Picker

Toronto, ON
July 2021 - August 2021

- Categorized items into their correct package using RF scanners at an efficient pace, improving the overall rate of deliveries.
- Organized shipment packages depending on order number prior to placement on the assembly line to improve speed and efficiency.
- Communicated with team lead to find incorrectly tagged items and correct their placement information in order to improve future packaging efficiency and accuracy.

Projects

Western Maps (github.com/SahibjotB/Western-Maps)

Java, SQL, Netbeans

- Cross-platform application allowing students to navigate campus at a more precise level, finding their exact classroom within the building, popular POIs, and specific details regarding classes.
- Allows an admin to add, edit and remove buildings, making this application scalable as campus changes or it's used at a new university.
- Provided each individual user the ability to save their own custom POIs, having it map to their unique class schedule, saving new students time when finding their classes and reducing their stress in figuring out where everything is.

Discord Music Bot (github.com/SahibjotB/Discord-Music-Bot)

C++, Firebase, Raspberry Pi

- Music bot that allows users to send in their song requests to a raspberry pi server which relays it to play in their Discord (chat software) server voice call.
- Users can queue multiple songs and have the ability to control playback including skipping, replaying and shuffling songs in the queue.
- This music bot was built to scale as it allows users to send in a video link from any source; the bot is capable of extracting out the required audio from those links to be played over call.

Multiplayer Snake Game (github.com/SahibjotB/Snake-Game)

Python, Pygame

- Classic snake game that could be played amongst a larger group of friends with additional chatroom functionality to communicate with during gameplay.
- Multiple users were able to join in on the same game as the running server supported multiple client connections without any latency issues.

Additional Info

- **Languages:** Java, JavaScript, Swift, Python, C#, C, C++
- **Software:** Netbeans, Electron, XCode, React Native, Android Studio, Google Firebase, MySQL
- **Activities:** Coach for Peel Sports Soccer Club Youth League - 1st place finish