Simran Singh

Univerisity of Toronto BS in Computer Science, Minor in Statistics
Sept 2017 - Present - May 2021

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EXPERIENCE

Compumobile   **Milton,ON**
Computer Technician   *June 2016 - Sept 2017*

- Demonstrated strong analytical skills debugging of issues rapidly and **identified** how **diagnostic operations** could be modified to **improve customer service**.
- Recovered data for clients **using data recovery software and scripts**. This also improved security of their device and their network
- Independently handled EOD tasks to ensure inventory was managed and **financial reports were maintained**

PROJECTS

Caregiver app: UofTHacks to present   *Feb 2019 – Present*

- Created dashboard using React to display user analytics using **Azure blob storage** to store image and video data and an **ionic mobile app** as MVP for Imagine Cup
- Currently working with partners at CABHI and Bay-crest to improve the solution

Game Centre Android App   *Oct 2018 – Nov 2018*

- Created a **central high score** system for various games using Firebase and Java Beans, additionally designed UX of the app in Adobe XD
- Improved user experience by allowing users to compete with each other additionally **collaborated with a team of 4** over a 2 month period.

Startup Calendar: Elevate TD Hackathon   *Sept 2018*

- Developed front end of a **web application for local businesses** using Vue.js and **Git for version control**
- Independently designed and **developed a calendar** and a view to display business content

Developed Wordpress websites   *July – Aug 2018*

- **Rebuilt 4 web sites** that were **infected with malware** and created a pleasing user interface which **incorporated UX/UI concepts** of text hierarchy and refining content/making it interactive
- Helped **improve security** of the web sites by denying access to no referrer requests, following guidelines for admin users and by using blocklists and proxy services

AI Python Text Game   *Apr 2018*

- Implemented algorithms for an AI player using minimax

Interactive Javascript Game using pathfinding   *May - June 2017*

- Used path finding for seeking the nearest asteroid and which optimized scene rendering

Skills

•Java •Python •MySQL •Firebase •JavaScript(Vue, React) •HTML5/CSS •Abobe Creative Suite

LeaderShip

- **180 Degrees Consulting**: **Led data analysis** by performing analysis of cash flow statements and annual reports to create models for creating plan for satisfying **client and their inquires into scalability**
- **S.T.E.M Team**: **Created a new STEM program** in collaboration with peers to organize two spring camps aimed towards 150+ youth and gained a revenue of 4600