Kamaljot Singh

Recent graduate and Greenleaf Scholar with a B.S. in Computer Engineering with 3+ years of experience.
I am open to new opportunities in Software Engineering.

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EDUCATION

B.S. Computer Engineering
University of California, Riverside

Graduated June 2020

A.S. Computer Science and Mathematics
Copper Mountain College *Graduated June 2017*

WORK EXPERIENCE

Scrum Master
Riverside County of Health Informatics

11/2018 – 03/2020

sites.google.com/ucr.edu/paea-lependu/rchi/pit-2019

Achievements/Tasks

- Led a research team of seven to analyze and develop a visualization platform for Riverside County's homeless data using a system design pipeline. The pipeline transformed raw data to Tableau data visualization and Django storage using React for web visualization.
- Developed Python scripts to reverse geocode values in Riverside County address using Google's Geocoding API. This accomplished obtaining the location of each homeless individual.
- Enforced Kanban usage through Trello, increasing development efficiency by 20%.
- Published visualization of data to thousands of users 1 month ahead of scheduled delivery. *rchi.cs.ucr.edu/*
- Reduced projected costs of the project by more than 60% by delegating tasks suited for each specific team member and enforcing deadlines.
- Presented research at UCR's Undergraduate Symposium that won the county supervisor an award for excellence.

Data Analyst
Ten Kings LLC

08/2017 – Present

Achievements/Tasks

- Analyzed thousands of customer purchases to effectively prepare reports and communicate strategies along with business leaders, improving sales, and customer satisfaction.
- Developed daily, monthly and yearly reports using Python and Excel depicting top-selling products and key sale driving factors leading to making better decisions, increasing sales by 67%.
- Populated pie charts that represented profit and expense highlighting cost to profit ratios to ensure capital is allocated properly on purchasing the highest-selling merchandise.

Computer Technician
Morongo Unified School District

08/2016 – 06/2017

Achievements/Tasks

- Maintained and troubleshot over 200 computers and IT equipment with internal and external support 100% successfully.
- Aided over 30 faculty members on the proper use of their electronic devices by giving onsite instruction reducing IT calls by 30%.
- Configured and resolved networking equipment via ethernet and Wi-Fi 100% successfully.
- Monitored over 1000 students and classrooms face-to-face and by configured network access.

CMC Coding Club Mentor
Copper Mountain College

02/2017 – 06/2017

Achievements/Tasks

- Mentored 30 Junior High & High School students on programming using the Raspberry Pi and Visual Basic.
- Instructed students on essential computer hardware, architectural components, and its integration with software programming. This led to mentoring a team of 5 to build a desktop computer from scratch.

Technical Skills

Languages: Python, JavaScript, C/C++, Visual Basic, HTML, CSS, MATLAB, LaTex

Database Management: MySQL, PostgreSQL, Firebase

Technologies: Tableau, React.js, Visual Studio, Atmel, Android Studio, Vim, Github

Hardware: Atmega1284, Arduino, Raspberry Pi, Embedded Systems

Operating Systems: Linux, macOS, Windows

Security: Virus Protection, Maintenance, Monitoring, Backup Management

Other Skills: Scrum, Agile, System Architecture, Technical Writing, Data Analysis, Attention to Detail, Customer Service, Oral Communication, Problem Solving

PERSONAL PROJECTS

Yummi *github.com/Spiritual-Programmer/Yummi*

- Created a responsive and real-time React.js web application allowing users to find recipes with Firebase. Users can create a full-featured account, search for recipes, create recipes, leave a rating, and comment. They can see top trending recipes from the weekly view count allowing the user to find the most popular recipes and filter out recipes through the use of the dish's meal type, diet, and allergy. This application was developed using React for the frontend and Firebase as the backend with a team of four implementing Scrum. Information is displayed through an aesthetic user interface including Interactive health charts using Nivo.

Supreme Chat *github.com/Spiritual-Programmer/Supreme-Chat*

- Developed an Android mobile messenger app for instant messaging allowing the user to communicate with their friends. Features included user creation and authentication, profile customization, image sharing, and emoji support. This application was created via Android Studio using Java and Firebase with a team of seven executing the Scrum software development system. This process enabled great communication completing the application quickly in 6 weeks.

Mechanic Shop *github.com/Spiritual-Programmer/Mechani-Shop*

- Built a database management system replicating a mechanic shop to store customers, mechanics, cars, and to create and close service requests. Users have access to 5,000 different cars from the data and can present information on cars, customers, and service requests by queries to manipulate and transform information. This DBMS was developed using PostgreSQL and Java with the creation of ER diagrams and relational schemas. This system allows a mechanic shop to manage its operation and service in a command-line interface.

Mobile Phone Store *react-smartphone-store-project.netlify.app/*

- Deployed a web application online. This was developed using React.js with responsive webpages and interactive graphics for each product. It included using styled-components for graphics, PayPal sandbox for completing transactions and is hosted through Netlify. Users can add products to their cart, adjust the quantity, and pay.

iHome *github.com/Spiritual-Programmer/iHome*

- Engineered a smart home hub connecting multiple devices in a centralized platform. Features of this device include controlling the lighting of your home, locking and unlocking the door, and closing and opening the gate. These components can be controlled remotely via an Android application connected through Bluetooth or by a central device. This was programmed architecturally in C using two Atmega 1284s including a Bluetooth module, servo motor, stepper motor, and an LCD. iHome saves time, adds security, and helps people with busy lives to control their home even when they are not physically there.

Monster Adventures *github.com/Spiritual-Programmer/Monster-Adventures*

- Constructed a 2D adventure game on Windows desktop where the player explores the world and fights monsters to go to the next level. The game used tile-based graphics where the player can choose various characters, fight through challenges, find treasure chests, and even gamble. It was produced using Visual Basic in Visual Studio and implemented the waterfall method using formal design documents, generating a program flow chart, hierarchy chart, TOE chart, and pseudocode. This process allowed me to consider functional requirements such as the purpose of the software, users, features, and marketing. It was professionally presented to the Board of Trustees at CMC for its achievement showcasing the importance of the CS department at the College.

RELEVANT COURSEWORK

Intermediate Data Structures & Algorithms, Software Construction, Design of Operating Systems, Design & Architecture Computer Systems, Database Management Systems, Database Systems, Logic Design, Computer Security, Mobile Wireless Networks, Intermediate Embedded Systems, Introduction to Artificial Intelligence, Introduction to Machine Learning & Data Mining, Probability & Statistics, Discrete Structures, Technical Communications

ORGANIZATIONS

Institute of Electrical and Electronics Engineers (10/2017 – Present),
Alpha Beta Gamma (01/2017 – Present), Phi Theta Kappa (08/2015 – Present),
Sikh Student Association - President (10/2017 – 12/2020),
UCR Wrestling - President (05/2018 – 03/2020),
Service Club - Vice President (08/2015 – 05/2017)

AWARDS/HONORS

Greenleaf Scholar (05/2017 – Present), President's List (2015,2016)
Board of Trustees Presentation for Excellence in Computer Science (10/2016)