

Sukhman Virk

Aspiring Software Developer/Cyber Security Analyst | 3rd Year Computer Science Student

About Me

As a passionate third-year Computer Science student with a GPA over 4.0, I have gained extensive experience in various programming languages and technologies. My hands-on experience in tech-related positions, coupled with my academic achievements, has equipped me with the skills needed to tackle complex challenges in software development.

Key Skills

- **Programming Languages:** Java, JavaScript, HTML, CSS, C++, Python
- **Web Development:** Proficient in building responsive, user-friendly websites and web applications.
- **Game Development:** Developed a snake game where the snake eats apples but cannot eat itself.
- **Problem Solving:** Strong analytical skills and ability to devise efficient algorithms.

Achievements

- **GPA:** Maintaining a GPA above 4.0, demonstrating strong academic performance and a deep understanding of core computer science concepts.
- **Tech Positions:** Successfully completed internships and part-time roles in tech-related fields, contributing to real-world projects and gaining practical experience.

Projects

- **Snake Game:** Built a classic snake game where the snake eats apples but cannot collide with itself, showcasing my ability to implement game logic and handle edge cases effectively.
- **Interactive Website:** Personal website, that allows users to connect with me and learn more about me as a person.
- **Deque:** A data structure built from scratch. Learning and better understanding how a double ended queue works.
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And more!

Let Us Connect!

I am eager to apply my skills and continue learning in a dynamic tech environment. Whether it is a collaborative project, internship opportunity, or full-time role, I am ready to contribute and grow.

Contact Information:

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