

Sukhraj Garcha

Contact

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Technical Skills

Languages: Java, C, HTML, CSS, C#, Python

Development Tools: NetBeans, GitHub, VS Code, Gradle, Junit, Unity

Operating Systems: Debian Linux, Windows

Other: Knowledge of Agile and Waterfall methodologies, Javadoc

Work Experience

Crew member, Shell | May 2017 – Aug. 2019

- Used strong communication skills to interact with clients and to provide high quality service
- Used organizational skills to keep track of inventory

Personal Projects

FunctionRide | Mar. 2019 – Aug. 2019

- Developed an educational game to help students learn about mathematical functions using Java and NetBeans
- Implemented a class hierarchy using abstract classes, objects, and inheritance to reduce repetition and increase readability
- Collaborated with a team of three and learned how to effectively use GitHub for group development

Personal Website | Aug. 2020 – Nov. 2020

- Used HTML and CSS to develop a personal website to display my portfolio

Jump | Dec 2020 – Present

- Developing a 2D endless runner to gain experience with creating in Unity
- Learned how to use sprite sheets and how to create a recyclable object pool to reduce performance reductions

Education

Bachelor of Computing, Computer Science (Co-op) | 2019 - present
University of Guelph

- Completing an area of application in business
- Currently maintaining a 90% average

Key Academic Projects:

Pizza Ordering Simulator (2019) – Used Java and OOP to build a program that simulates ordering pizza from a website in NetBeans, developed using classes, implemented a GUI

E-Store Simulator (2020) – Used Java and OOP to build a project that emulates searching products in an online store, developed a class hierarchy, created a GUI from scratch without the use of an IDE

Extra-Curricular Experiences

LinkedIn Learning | Mar. 2020 – Present

- Learned HTML and CSS through courses on LinkedIn Learning
- Learned basic web animations and the importance of semantics
- Learning 2D game development using Unity and C# for personal interest

Centennial CVI Hackathon | Nov. 2018

- Used Java and NetBeans to build an illness detection project that allowed users to enter symptoms and displayed to them the illness that best fits the description
- Improved structure of code by implementing the project using OOP to remove code duplication and reading data from text files
- Collaborated with five colleagues using paired programming to improve efficiency