# SUKHVIR GILL

## Education

York University January 2022 – August 2025

Bachelor's of Engineering., Spec. Hons. - Computer Engineering

Toronto, ON

## Relevant Coursework

• Computer Organization

- Data Structures
- Machine Learning
- Embedded Systems
- Software Development
- Systems Programming
- Operating Systems •

### • Computer Architecture

# Technical Skills

Languages: Python, Java, JavaScript, Swift, C, C#, C++, Dart, Verilog, R, MATLAB

Developer Tools: Visual Studio, Eclipse, IntelliJ, Google Cloud Platform (GCP), Google Firebase, Azure DevOps

Technologies/Frameworks: Linux, GitHub, JUnit, RESTful APIs, SharePoint, Swing, Node.js, XCTest

# Professional Experience

## Freelance Developers

February 2022 - Dec 2023

Associate Quality Assurance Engineer

Remote, ON

- Contributed to the quality assurance and improvement of software applications, utilizing **Java**, **Swift**, and **WebApps** technologies to ensure adherence to standards and user satisfaction.
- Implemented robust strategies for test case creation and execution across web and mobile platforms, leveraging SharePoint and Google Firebase for data validation and management, leading to a 30% increase in test coverage.
- Played a key role in an **Agile** scrum team, employing expertise in **Git** and **project management** to ensure efficient testing and defect resolution, resulting in a **15% improvement** in team productivity.
- Applied **DevOps** principles to optimize testing procedures, thereby enhancing project delivery timelines and workflow management efficiency, resulting in a **20% reduction** in testing cycle time.

# Renewed Computer Technology (RCT)

September 2020 - Jan 2021

 $IT\ Assistant$ 

Mississauga, ON

- Provided **technical support** for a non-profit charitable organization, diagnosing and resolving computer issues efficiently.
- Conducted dismantling and troubleshooting of computer systems, including hardware & software components.
- Assisted in hardware maintenance, contributing to a 25% increase in hardware lifespan.
- Implemented strategies for efficient storage, resulting in a 30% improvement in inventory management.
- Collaborated with the production department to report and address any necessary repairs or maintenance for computers.

# **Projects**

# Comunify - Flutter Mobile App | Dart, C++, Swift

January 2024

- Devloped an **iOS** patrolling app using **Flutter framework** and **Google Maps API key**, emphasizing scalability and performance.
- Implemented robust incident reporting functionality enabling users to report diverse community incidents, enhancing user engagement and safety.
- Employed **XCTest framework** for automated testing and manual validation to ensure **app reliability** and effectiveness.

# Whac-A-Mole | Verilog HDL, Quartus Prime, ModelSim

April 2023

- Developed a Whack-a-Mole game on DE10-Lite FPGA board using Verilog HDL, orchestrated through Quartus Prime.
- Conducted thorough simulation and validation using **ModelSim**, ensuring seamless **functionality** and performance of **hardware logic**.

# Replication of Car Sensor | MATLAB, Arduino

March 2023

- Integrated an ultrasonic sensor into a simulated car model utilizing **Arduino** and **MATLAB** for sensor **data** acquisition and processing.
- Programmed Arduino micro-controller to modulate buzzer frequency and LED flashing rate based on proximity sensor data, ensuring responsive feedback to user inputs.

### Automated Plant Watering System | Java, Arduino

January 2022

- Engineered an Automated Plant Watering System using **Java** and **Arduino** integrated with a **MOSFET** board, soil moisture sensor and a water pump, demonstrating practical application of **IoT** principles.
- Integrated AI algorithms, including decision trees and neural networks, for predictive watering.
- Utilized sensor data processing for real-time adjustments, showcasing practical application of **AI** in responsive systems.