

Yuvraj Singh Sandhu

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TECHNICAL SKILLS

Languages: Java, Python, SQL, JavaScript, HTML, CSS, C, Haskell, Elm, Bash

Developer Tools: VS Code, Astro, Git, DBeaver, Vim

Work Experience

Teaching Assistant

Jan, 2024 – Apr, 2024

McMaster University

Hamilton, ON

- Assisted in teaching course materials during live laboratory sections, delivering clear explanations, clarifying concepts and addressing student queries on various **Python** programming concepts.
- Collaborated with fellow TAs to assess student comprehension and address learning challenges effectively, ensuring good resources are provided for **1000+** students.
- Graded assignments and provided detailed feedback to students for improvement.

Security Guard

Apr, 2024 – Jun, 2024

Kuthala Group Inc

Georgetown, ON

- Recorded vehicle entries and exits in Excel spreadsheet to maintain accurate records.
- Operated boom barrier to regulate vehicle access, ensuring site security.
- Monitored premises for any suspicious activities and ensured adherence to security protocols and regulations.

Programming Experience

CS 3AC3 – Algorithms and Complexity, SE 3S03 – Software Testing, CS 2DB3 – Databases, CS 2C03 – Data Structures and Algorithms, CS 2ME3 – Introduction to Software Development, CS 2XC3 – Algorithms and Software Design.

EDUCATION

McMaster University, Current: 3.67 GPA

Hamilton, ON

B.A.Sc. Computer Science Co-op, Minor in Math

Sept, 2021 – May, 2025

- Deans' Honor List
- Received Faculty of Engineering Achievement Award

PROJECTS

Personal Portfolio | Astro, JavaScript, HTML, CSS, SVG, GitHub Pages

Oct, 2023

- Developed a fully responsive personal portfolio website that visualizes my resume and contains my projects, contact information and an about me page.

Jungle Math | Elm

Jan, 2022 – Apr, 2022

- Developed an app which teaches students the concepts of Perimeter, Area, Angles.
- Developed an adventure game in the app which gives feedback to the students on the progress of their learning.

Among Us / Elm

Mar, 2022

- Created a single player among us like game using Elm.
- Implemented the clear leaves and swipe card task from Among us.

Connect-4 / Java

Oct, 2022

- Developed a game using **object-oriented** programming concepts using Java.
- Developed an **AI** that can play a winning move and even block a winning move if available
- Highlights the object-oriented principles of **encapsulation**, **inheritance** and **polymorphism**

Konnec 4 (Connect 4-like Game) / Python, YAML

Dec, 2021

- Developed a python program which lets to players play Connect 4 through the command line
- Used **classes** for the game pieces and board so that the user can make new objects themselves
- Used exception handling to ensure the program does not crash from wrong outputs