

Yuvraj Singh Sandhu

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Summary

Quick learner known for a logical approach to problem-solving and the ability to break down complex issues into manageable components. Enthusiastic about applying critical thinking and analytical reasoning to tackle real-world challenges.

EDUCATION

Bachelor of Applied Science in Computer Science

09/2021 – Expected 05/2025

McMaster University, Hamilton, ON

- Deans' Honor List with GPA: 3.67
- Minor in Mathematics
- Received Faculty of Engineering Achievement Award

Work Experience

Teaching Assistant

01/2024 – 04/2024

McMaster University, Hamilton, ON

- Supported live lab sessions by explaining **Python** concepts and addressing student queries.
- Worked with TAs to assess student comprehension and address learning challenges for **1000+** students.
- Graded assignments and provided detailed feedback to students for improvement.

Security Guard

04/2024 – 07/2024

Kuthala Group Inc, Georgetown, ON

- Recorded vehicle entries and exits in Excel spreadsheet to maintain accurate records.
- Maintained and troubleshooted computers, ensured smooth operation and resolved technical issues.

TECHNICAL SKILLS

Programming Languages: Proficient in Python, Java, SQL

- **Python:** Algorithms and Software Design
- **Java:** Data Structures and Algorithms, Software Testing
- **SQL:** Databases
- **JavaScript/HTML/CSS:** Personal Portfolio
- **C:** Computer Architecture, Operating Systems
- **Haskell/Prolog:** Principles of programming languages
- **Elm:** Introduction to Software Design using Web programming

Developer Tools: VS Code, IntelliJ, Astro, GitHub, DBeaver, Vim

Cryptography: Information Security

Networking: Computer networks and Security

Operating Systems: Linux Environments

PROJECTS

Connect-4 / Java

07/2022

- 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**.

Jungle Math | Elm

04/2022

- 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

03/2022

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