

Arshdeep Sidhu

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EXPERIENCE

CROWDRIFT | SOFTWARE ENGINEER (SDE2)

May 2022 – Present | Remote

- **Full stack developer** working for the Creator Content team. Focusing on supporting mobile teams' back end needs and building out internal tools to help optimize and automate creator operational systems.
- Working primarily with **GoLang** and **React**. Built a strong foundation in **Postgres** and **Google Cloud Platform**.
- **Collaborated across teams** to help scale mobile app users to **5 times** the amount of active creators.
- Using **SEO**, successfully increased page indexing by **35%**.
- Created **documentation** and fireside chats for use in onboarding and mentoring new developers.

GOVERNMENT OF CANADA - STATISTICS CANADA | SOFTWARE DEVELOPER

Nov 2020 – May 2022 | Remote

- **Full stack developer** on the CPS (Census Processing Systems) team. Working on developing and maintaining multiple tools and applications on the Census processing pipeline.
- Working primarily in **C#/NET** alongside Windows Forms and WPF.
- Efficiently make adjustments requested by clients in a production environment. Regularly work with senior developers to make application design/implementation decisions.
- Effectively follow team's **Agile** practices, such as regular code reviews, continuous integration and self testing.

ROCKET COMPANIES | SOFTWARE ENGINEER INTERN

Jun 2020 – Aug 2022 | Remote

- **Full stack developer** working in **C#/NET** and **Angular**. Used terraforms and infrastructure as code to set up **AWS** architecture.
- Developed an application for managing architectural decisions within the office, allowing for easier collaboration between architecture engineers and development team.
- Created a fully responsive front end with custom animations, using the Rocket family of companies styling format. Developed a back end with full **CRUD** functionalities to allow users to manage architectural proposals.
- Took a part in **Agile** processes including daily stand ups, biweekly reviews/retrospectives and sizing/planning tasks.

GOVERNMENT OF CANADA - STATISTICS CANADA | SOFTWARE DEVELOPER INTERN

May 2018 – Dec 2019 | Ottawa, ON

- **Full stack developer** tasked with being the primary developer on the migration of a 2006 Census application.
- Working mainly with **C#/NET** alongside Entity Framework 6 and XAML.
- Migrated to newer, more robust technologies. Windows Forms to WPF. SQL Query Building to **LINQ** Expression Building.
- Eliminated **thousands** of SQL server side errors which occurred during the 2016 Census. Increased query times by **50%** by implementing new database structure.

TAPLANE INC | SOFTWARE DEVELOPER INTERN

May 2017 – Aug 2017 | Windsor, ON

- **Back end developer** working on a mobile game using **Unity**.
- Optimized the physics engine to run smoothly on mobile devices.
- Completed and **published** [Moto Max](#) to the Play Store. Received **10,000+** downloads.

EDUCATION

UNIVERSITY OF WINDSOR | B.Sc. COMPUTER SCIENCE

Concentration in Software Engineering | Windsor, Ontario

TEACHING ASSISTANT

Dec. 2019 - May 2021

BIO-INFORMATICS RESEARCH ASSISTANT

Sep. 2020 - May 2021

SKILLS

LANGUAGES

Proficient:

C# • Python • GoLang • Typescript

Familiar With:

HTML • CSS • Java

TOOLS & OTHER

GCP • AWS • GIT • SQL