

# BALPREET MANGAT

balpreetmangat.com | bk3manga@uwaterloo.ca | 647-284-6916 | /in/balpreet-mangat | github.com/balpreetmm

## KEY SKILLS

- **Programming Languages:** C++, C, Python, Java/Java FX, JavaScript, HTML, CSS, Bash
- **Tools/Technologies:** React.js, Bootstrap, Git, Linux OS, Atom, Eclipse, VS Code
- **Learning This Term:** On Udemy – Angular, SQL

## EDUCATION

Candidate for Bachelor of Computer Science, **University of Waterloo**

September 2018 – April 2023 (Expected)

## WORK EXPERIENCE

### Synqrinus, Full Stack Developer

January 2021 – April 2021

- Worked seamlessly with team in agile environment to design and build new features and software through exceptional communication and interpersonal skills
- Learned and shared functional programming techniques using **Clojure** to hone tools and approaches
- Maintained and improved existing tools, software, and processes through **SQL** and relational databases

### Siva Creative, Web Developer & Designer

May 2019 – August 2019

- Transformed high-level concepts and designs by graphic design team into functional websites using **front-end development** tools such as HTML, CSS, and WordPress
- Implemented CSS framework **Bootstrap** to create a responsive web-design and mobile-friendly components
- Effectively **balanced** multiple projects with shifting priorities and executed tasks in **fast-paced environment**
- Worked with multi-disciplinary team to **streamline web development processes**, decreasing project time estimations by 10%
- **Highly responsive** to work-related requests from colleagues and clients, with appropriate modifications made within 1-2 days

## PROJECTS

### SketchIt, Personal Project

November 2020

- Created a desktop **vector-drawing program** where users can select shapes to draw, select their properties and draw on-screen along with other features including standard tool palettes, cut-copy-paste, and saving/loading drawings
- Constructed the interface and functionality using Java/Java FX components and layouts to ensure intuitive interactive features

### RAIInet, Group Project

December 2019

- Developed a two-player desktop game application, similar in style to Stratego, using modern **C++** libraries (**STL**)
- Conceptualized and designed a solid **object-orientated** program, with advanced knowledge and considerations for program **resiliency**, **design patterns** (Factory Design Pattern, Observer Pattern, Non-Virtual Interface) and **encapsulation** of data
- Collaborated with team to create the **front-end** of web application using XWindow, allowing for interactive graphics

### Saveify, Group Project

January 2019

- Programmed a website which helps University students' budget weekly expenditure, with custom tailored strategies and recommendations to improve cash flow
- Contributed to the **front-end development** (HTML, CSS, JavaScript) to make the website intuitive, with an appealing and **responsive interface**

## VOLUNTEER EXPERIENCE

### UWaterloo Women in Computer Science Club (WICS), Volunteer & Mentor

January 2020 – Present

- Organized events for female students in Computer Science to promote gender equity and foster supportive school environment
- Volunteered for WICS Orientation event to welcome 100+ students by sharing anecdotal experience, and addressing concerns
- Refined leadership and interpersonal skills through WICS Mentorship program by helping students identify and achieve school/personal growth goals through consistent, long-term communication

### Rise Above Adversity, Co-Founder and Director of Events

June 2018 – September 2019

- Founded a non-profit organization with the primary goal of increasing community awareness amongst youth through planned events alongside Mayor of Brampton and Peel School Trustees
- Reached out to 200+ youth in the GTA to promote social justice and connected 45 youths to volunteer locations