

Gurnaaz Randhawa

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Education

University of California, San Diego

Graduation Date: June 2017 (expected)

Bachelors of Science in Computer Science

Major GPA: 3.52

Related Skills

Coursework:

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| 1) Basic Data Structures | 4) Intermediate Programming Methodologies in C++ |
| 2) Computer Organization/Systems Programming | 5) Object-Oriented Design |
| 3) Advanced Discrete Mathematics | 6) Object Oriented Programming - Java |

Programming Languages:

3 years of Java; other languages known: C++, HTML, CSS, XML, C, SPARC assembly, Python

Software Tools/ Operating System Platforms:

Microsoft Visual Studio, JCreator, Dr.Java, Eclipse, Windows, LINUX, J-unit testing, VIM, Android Studio, GVIM

Personal Skills:

Persistent and driven; excellent work habit skills. Eager, quick learner with strong team work spirit.

Project Experience

Connect Four Game

Winter Quarter of 2014

- Created a Connect Four game in Eclipse using Java in which two users play Connect 4 against one another.
- Utilized 2D arrays and created a GUI with multiple mouse and action listeners that respond to user's different actions.

Visual Graphic Letter Output

Winter Quarter of 2014

- Devised a program in Visual Studio using C++ in which a program takes in an input file, locates the unique words, and outputs a GUI using the unique words with text size based on the frequency of each unique word in the file.
- Used arrays, File I/O, GUIs, and action listeners to successfully finish this project.

Twenty Questions Game

Spring Quarter of 2014

- Developed a modified twenty questions game in Eclipse using Java in which a user answers multiple questions and has opportunities to add questions to the game which the game stores and uses to ask users the following round.
- Employed the concepts of the binary tree data structure to store user's updated questions.

Java Calculator

Spring Quarter of 2014

- Programmed an advanced calculator program that handles numerical quantities including physical and other units in Java using Eclipse.
- Applied the concepts of a Tokenizer and Abstract Syntax Tree to break up the user's input and properly calculate and output the result.

Android App Development

Summer 2014

- Invented an Android game application called SpeedyText that requires users to quickly type words presented to them in both Eclipse and Android Studio using Java and XML.
- Developed an Android application named Sunshine that outputs the weather of a user-inputted zip code in Eclipse using Java and XML.
- Utilized complex Android concepts such as APIs, SharedPreferences, and ScrollViews to name just a few.

Work Experience

Android Application Developer Intern

August 2014

KidGenius

- Discovered minor bug issues in Eclipse using Java and implemented small changes in Eclipse using XML to improve the visual design of the application.
- Gained an understanding of the operations of a software company.
- Improved time management skills, and demonstrated self-directed learning and multitasking.

Mathematics Tutor

June – September 2013, 2014

Kumon

- Tutored as many as 50 children weekly in upper-level mathematic subjects.

Marketing Intern

June – August 2012

Time To Save

- Developed marketing strategies with supervisors and implemented them through various means.
- Advanced teamwork and communication skills as there were multiple people with different specialties all working together to achieve a common goal.