Gurdeep Gill

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WORK EXPERIENCE

Thermo Fisher Scientific   **Fremont, CA**
Software Engineering Intern – 25- 40 hours   *Feb. 2021 – Feb 2022*

- **Wrote** and **executed Alpha, Beta,** and **Smoke** test cases for new software features, some of which were adapted for the official customer user manual.
- **Designed** and **automated** critical test cases using **C#, CUnit**, **Visual Studio**, **TestStack**, and custom in-house QA algorithms, increasing **test coverage** and reducing manual testing time by over **30%**.
- **Simulated** embedded systems through **VMware** to validate software behavior before release.
- **Performed manual testing** on all new features and performed final round of testing before customer releases and documented defects through **Jira**.
- **Participated** in **SCRUM** and **acted** as a **liaison** between the field applications team and software engineers, translating user feedback into technical documentation and identifying reproducible bugs.
- **Assisted** in onboarding a new intern and full-time QA engineer, providing **knowledge transfer** and **training** on testing tools and practices.

FREELANCE EXPERIENCE

Project Cantina   **Remote**
Software Engineer   *Jan. 2023 – Dec. 2023*

- **Developed** a full-featured food ordering web application for a catering business using the **MERN** stack (**MongoDB, Express.js, React.js, Node.js**) following the **MVC** architecture.
- **Created** user **authentication** and **authorization** flows, allowing customers to securely sign up, log in, and manage their orders.
- **Built** an admin dashboard for **managing** menu items, viewing customer orders, and **updating** availability in **real-time**.
- **Integrated RESTful APIs** to handle **CRUD** operations efficiently and optimized front-end performance for a seamless user experience.

Discord Bot   **Remote**
Software Engineer   *Feb. 2024 – Aug. 2024*

- **Designed** and **developed** a Discord bot in **Node.js** and **MongoDB** that lets users play interactive games like Blackjack, Slots, and Roulette, managing player profiles, currency, and game stats in a persistent database.
- **Engineered** a live betting system that pulls real-time data from video game ranked matches, generates odds dynamically, and allows discord users to place and track bets on live matches.
- **Implemented** an **economy system** that simulates virtual currency, including rewards, losses, and cooldowns to prevent spam.
- **Improved** game logic and balancing through data analytics and community feedback, enhancing user engagement by over 50%.

PROJECTS

Hornet Fire Game

- A 2D game created using **Java** and **Codename1** with **OOP principles**, **MVC**, and **design patterns**. The game had Key bindings for the user to control their character and had an AI NPC that took orders from the user.

Vinculum Movie Website

- Created using **JavaScript, HTML, JSON**, a website that uses **REST API** to conduct a search through a database to bring the user the results that they wanted through applying different filters to the search.

SKILLS

- Software Development
- Proficiency in JAVA, C#, PYTHON, JAVASCRIPT, NODEJS
- Software Development Practices, SCRUM, AGILE

- Databases and SQL
- Data Structures and Algorithms
- Automation Testing and Debugging Techniques