

# Hargun Sibal

[hsibal@uwaterloo.ca](mailto:hsibal@uwaterloo.ca) | [hargunsibal.me](http://hargunsibal.me) | [github.com/hargun-27](https://github.com/hargun-27) | [linkedin.com/in/hargunsibal](https://linkedin.com/in/hargunsibal)

## EDUCATION

### University of Waterloo

2021 - 2026

*Candidate for BAsC. in Systems Design Engineering*

*Waterloo, ON*

- Cumulative GPA: 88% (3.9/4.0)
- Relevant Courses: Digital Computation, Data Structures & Algorithms (currently enrolled), Human Factors in Design (currently enrolled)

## TECHNICAL SKILLS

- **Languages:** Python, JavaScript, C++, HTML, CSS, Bash/Shell, Turing
- **Frameworks, Tools & Libraries:** React, Scikit-Image, OpenCV, Firebase, Jest, AXE DevTools, Node.js, MUI, Three.js, Matplotlib, Chart.js, AWS Lambda, Jira, Git

## WORK EXPERIENCE

### Deloitte

Jan 2022 - Apr 2022

*Frontend Engineering Intern*

*Calgary, AB (remote)*

- Collaborated with the frontend team on Ontario's COVID-19 Worker's Income Protection Benefit portal which is open to 300,000+ Ontario Businesses
- Integrated and improved features to the frontend portal using React for 4 maintenance releases, and utilized JavaScript and AWS Cloud Services for Lambda functions in the backend
- Led the development of solutions for 90% of the backlog accessibility tickets utilizing AXE DevTools and WCAG 2.0 guidelines
- Implemented 20+ unit tests to detect bugs using Jest to optimize app services
- Applied agile project management skills and manage tasks on Jira for sprint planning, estimation, and review processes

### Hatch

June 2021 - Aug 2021

*Software Developer Intern*

*Mississauga, ON*

- Developed a vision system in a coil box circulatory plant using Python, OpenCV, and Scikit-Image libraries to identify poor shapes and improve accuracy by 100%
- Improved edge detection and eliminated obstructions in images to 90% by applying filtering techniques in Python including RANSAC, convex hull mapping algorithms, and background subtraction

## COMMUNITY & PROJECTS

**SYDE Class Profile Software Team Lead - 2022** | *React, JavaScript, Firebase Firestore, Material-UI, Chart.js, Vercel*

- Spearheaded the software team of 7 members to create a responsive web app that was launched for an audience of over 78,000 people and over 120+ daily users
- Built scalable and reusable components using React, JavaScript, and Sass for the Photo Gallery, Home, and Profile pages
- Utilized Firestore to fetch/store analytical and secure information which was displayed on the application using Chart.js

**Garbage Aim - StormHacks - 2022** | *React, JavaScript Material-UI, Figma, Three.js*

- Built a full-stack web application with the goal of inspiring individuals to take a stand and learn more about waste disposal through an interactive game
- Worked on the frontend development of the sites homepage, game development and login page which was designed with Figma and Photoshop, and created through React (using MUI components), and Three.js (used for 3D models for the environment and gameplay)

## AWARDS

**Gerald G. Hatch LTD Scholarship - 2021:** Awarded to an individual out of 150 students who has shown exemplary achievements in academics, innovation, and leadership in the community