HARPREET DUBB

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EDUCATION

Simon Fraser University

September 2019 – August 2025 (Expected)

Bachelor of Science in Computer Science

Burnaby, BC

• SFU Grace Hopper Conference Grant Recipient (2024)

WORK EXPERIENCE

Software Developer Intern

January - April 2024

Communications Research Centre (ISED)

Ottawa, ON

- Developed a **data management platform** to centralize datasets, significantly improving data discoverability and maintenance for researchers.
- Created automated pipelines with AWS ImageBuilder and Python, seamlessly integrating with CI/CD workflows.
- Optimized cloud infrastructure by managing AWS CDK deployment (IAM, S3, Secrets Manager, Lambda, etc.), significantly enhancing scalability and security.

Computer Programming Instructor

March - June 2023

Innovation Works Foundation

Coquitlam, BC

- Developed and taught a **Python** curriculum for **100+ students** in grades 2-7, igniting interest in tech and maintaining a **95% retention rate** with interactive learning approaches.
- Managed all program operations, including administrative tasks, parental communication, and homework assessment.

Software Developer Intern

January - August 2022

Boeing

Richmond, BC

- Worked in the Toolbox (**SAFe Scrum**) team to build a web application for distributing, editing, and displaying airplane documentation, used by **350+ airlines worldwide**.
- Developed and maintained E2E/Smoke testing with Java using JUnit and Selenium, integrated into the CI/CD pipeline, resulting in a 45% improvement in software functionality and usability.
- Achieved a 40% reduction in reporting time by automating Excel data collection and visualization of key metrics using Power BI (ETL pipelines, Power Query M functions, DAX formulas) and live data from Azure DevOps.

PROJECTS

SFU Blueprint - Reel Youth | React.js, Next.js, Tailwind, TypeScript, Firebase, Docker

• Revamped a non-profit's website to enhance program sign-ups, showcase 120+ films, and boost its online presence.

Deny and Conquer | Java, Sockets, TCP, Java Swing

• Developed a real-time multiplayer game with TCP socket communication and multi-threaded server, enabling synchronized gameplay and responsive grid-based interactions.

OptiRouteDining | Python, OpenStreetMap, Spark, OSMnx, Scikit-learn, Folium, Pandas

• Developed a CLI tool that provides optimized walking routes to top-rated restaurants, improving travel efficiency for users by leveraging data processing and route optimization techniques.

WeCare | Kotlin, Firebase, Jetpack Compose, Google Places API, Android Studio

• Developed a mobile application providing mental health services, including diary entries, music therapy, appointment booking, and health surveys.

TECHNICAL KNOWLEDGE

Languages: Python, Java, JavaScript, HTML, CSS, SQL

Tools/ Technologies: Amazon Web Services, GitHub, Power BI, Microsoft Azure, Selenium, Jira

LEADERSHIP

VP of Product Management

May 2024 - Present

 $SFU\ Blueprint$

President

Burnaby, BC

- Conducted market and user research with 100+ participants, identifying key pain points and informing a product roadmap that met 90% of user needs, enhancing market positioning.
- Led a product management team of 5, leveraging Notion for task distribution, boosting productivity by 35%.

Women in Computing Science SFU

May 2022 – April 2024 Burnaby, BC

• Managed a team of 12, executing 4+ social and sponsored events per month, resulting in a 50% increase in community engagement among 500+ active members.