**HARPREET SINGH**

Email: [hs3732065@gmail.com](mailto:hs3732065@gmail.com)

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**TECHNICAL SKILLS**

**Programming Languages:** Java, C++, C, C#, R, SQL  
**Software & Tools:** GitHub, Xcode, Unreal Engine, Visual Studio Code  
**Data & AI Technologies:** RStudio, JSON, Predictive Modeling, AI Training Data Analysis  
**Soft Skills:** Customer Service, Human Factors, Multilingual

**EDUCATION**

**University of British Columbia** – Vancouver, B.C.  
BASc, Computer Engineering **Sept 2024 – Dec 2027**

**Douglas College** – New Westminster, B.C.  
Associate of Science, Mathematics **May 2022 – Apr 2024**

**TECHNICAL PROJECTS**

**Fitness Tracker** (Java, JSwing, JSON) (Academic) **September 2024 – December 2024**

* Designed a user-friendly, calorie and exercise tracker with minimal navigation and open-source accessibility.
* Implemented data persistence using JSON serialization for seamless data retrieval and storage.
* Applied Test-Driven Development (TDD) principles to ensure robust functionality and maintainability.

**Data Science and AI Training Project** (R)(Academic) **September 2024 – December 2024**

* Analyzed player engagement patterns to target high-data-generating players, improving server resource planning.
* Applied statistical modeling techniques (K-Nearest Neighbors & Regression) to evaluate predictors of player activity and data contribution.
* Conducted exploratory data analysis (EDA) and built predictive models using R on Minecraft player datasets.

**Canvas Assistant** (API integration, AI agent, Node.js) (GDSC hackathon project) **March-2025**

* Used Google Dialogflow to create and train the AI chatbot to answer common student questions about their upcoming events based on their courses.
* Connected the chatbot to the university’s Canvas system by making API calls for real-time data access.
* Used AI tools like Cursor and Lovable to speed up development and build a working prototype on time.

**Third-Person Game Development** (C++, Unreal Engine, Xcode) (Academic) **Feb 2024 – April 2024**

* Designed and implemented a multi-level shooter game with AI-driven enemy spawns and dynamic physics.
* Utilized Blueprints and C++ for event handling, optimizing gameplay mechanics.
* Created a visually immersive experience with custom animations and third-party assets.

**WORK EXPERIENCE**

**Math Tutor**  
Self-Employed – Surrey, B.C. **Jan 2025 – August 2025**

* Tutored high school students in math (Algebra, Geometry, Pre-Calc), making tough concepts easier to grasp.
* Focused on building confidence, not just grades, encouraged questions and celebrated small wins.
* Adjusted my teaching style to fit each student’s needs, whether they needed a slower pace or extra challenges.

**Customer Service**  
Save-On-Foods – New Westminster, B.C. **Mar 2022 – Dec 2023**

* Reduced inventory discrepancies by generating reports, improving stock tracking and accuracy.
* Reorganized store layout, cutting restocking times by 20-25% by placing high-demand items strategically.
* Used multilingual skills to assist diverse customers, improving communication during peak hours.

**Retail Supervisor**  
Petro Canada – Revelstoke, B.C. **Mar 2020 – April 2022**

* Led a team to improve customer satisfaction and efficiency by managing peak-hour demand and service speed.
* Conducted inventory audits, resolving stockouts and overstock by implementing data-driven restocking forecasts.
* Automated sales reports, reducing manual work by 25-30% and improving accuracy.