HARPREET SINGH

Email: hs3732065@gmail.com
Phone: +1 778 998 1236

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) (Personal)   **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.