Jashanjot Singh

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Career Interests

DevOps, Computer Vision, Human-Computer Interaction, Natural User Interfaces, and, Interactive Media.

Key Skills

- o *Familiar with*, C++, Java, Python, Git, CMake, Issue tracking, Docker, Robot Operating System, HTML, CSS, JS, and, RESTful Services.
- o Soft Skills include, Empathy, Dependability, Proactivity, and Friendliness.

Education

Concordia University

Master in Computer Science, Cumulative GPA 3.47

2017–Present **Punjab, India**

Montréal, Canada

Punjab Technical University

Bachelor of Technology in Computer Science, GPA 3.3

2009–2013

o Languages: Proficient in: English, Hindi, Punjabi | Beginner in: French

Professional Experience

Teaching Assistant.

As a teaching assistant my responsibilities were to design tutorial material, assist undergraduates with their projects during lab hours, provide demonstrations to leverage tools for their projects and evaluate a portion of their work along with the course instructor.

Concordia University SOEN 487, Web Services and Applications, By Dr. Serguei Mokhov

Montréal, Canada Winter 2018

This course work introduced Web Services, and Web Service descriptions, the Service Oriented Architecture, SOAP and RESTful Services, Micro-services, WSDL, WSLA, BPEL and their applications in the industry.

Concordia University COMP 442/6421, Compiler Design, By Dr. Joey Paquet

Montréal, Canada

Winter 2018

This course work introduced the different phases of designing a compiler with a programming language whose lexical specifications were defined by the course instructor.

Programmer

Ecologic Corporation

Panchkula, India

Design and Implement Solutions, STEM

Sept, 2013-June, 2015

Firstly, I worked on a project that used the *fuzzylite* library with the NS-3 stack to provide an implementation for a fuzzy logic based algorithm to simulate traffic congestion and it's control at the egress of a small network of 8 nodes.

Secondly, I developed a web interface to an inventory management system designed for the students of an agriculture university that overlooked loaned tools, machines, land for various research projects and studies.

Thirdly, I also assisted in creating documents, helping with producing research journals and, reports along with a few relatively smaller projects.

Recent Projects

OpenISS ROS package
Implemented in, C++, ROS

Academic Project

Java wrapper in SWIG 4.0

Implemented in, C using SWIG 4.0, CMake

Academic Project

RapBot, Neilsen's Usability Heuristics Evaluation

Implemented in, Python

Academic Project

SnackSnake

Implemented in, C++, in progress

Personal Project

Publications

- o ISSv2 and OpenISS Distributed System for Real-Time Interaction for Performing Arts, SIGGRAPH Los Angeles, USA 2019, Poster Paper
- o OpenISS Depth Camera as a Near-Realtime Broadcast Service for Performing Arts and Beyond, SIGGRAPH Asia, Tokyo 2018, Poster Paper
- o Mokhov SA, Song M, Singh J, Paquet J, Debbabi M, Mudur S. Toward Multimodal Interaction in Scalable Visual Digital Evidence Visualization Using Computer Vision Techniques and ISS. ICPRAI 2018 conference proceedings, pp. 151-157, CENPARMI, Concordia University, Montréal
- o Laleh T, Garro E, Singh J, Raju G, Usman M, Mokhov S, Paquet J. Demand-Driven SOA Simulation Platform Based on GIPSY for Context-Based Brokerage. International Conference on Service-Oriented Computing 2016 Oct 10 (pp. 169-173). Springer, Cham.

Extra-Curricular

Recently in December 2018, I was selected as a student volunteer to help with the conference at the SIGGRAPH ASIA 2018, in Tokyo, Japan, whilst I presented our poster on OpenISS Depth Camera as a Near-Realtime Broadcast Service for Performing Arts and Beyond. Students applied from all over the world and about 50 students were selected among 560 applications, approx. numbers) and it was indeed a great learning deal for me professionally.