Kabir Singh Sidhu

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TECHNICAL SKILLS

- Languages: Python, JavaScript, Java, C, C++, Kotlin, Assembly, SQL, TypeScript, HTML/CSS, R
- Web Technologies: React.js, Node.js, Next.js, Spring Boot, Flask, Django, Express.js, Tailwind CSS
- Tools/Frameworks: Git, Docker, AWS, MongoDB, PostgreSQL, Redis, Linux, Jira, Firebase

EDUCATION

• Simon Fraser University

Burnaby, Canada

Remote

B.Sc. in Computer Science (GPA: 3.65X)

Jan 2022 - May 2026 (Expected)

WORK EXPERIENCE

• Altiora

Full Stack Developer Source Code

— Developed and deployed company website and customer acquisition platform using React.js and Next.js

- Built scalable backend API with Node.js and Express.js to handle customer requests, user authentication, and data processing
- Implemented automated customer support system with real-time chat functionality and ticketing system, reducing response times by 60%
- Designed and optimized PostgreSQL database schema with Redis caching, improving query performance by 50%
- Integrated payment processing with Stripe API and implemented secure data handling following GDPR compliance standards
- Built comprehensive admin dashboard for customer management, analytics, and business intelligence reporting
- Collaborated with marketing team to create A/B tested components and conversion funnels, improving lead conversion rates by 35%

PERSONAL PROJECTS

- RizzervIT Event Booking Platform | Spring Boot, Java, PostgreSQL, Thymeleaf, BCrypt Source CodeNov 2024
 - Led team of 4 developers as team leader in building comprehensive movie/event booking platform with 10,000+ user capacity
 - Architected full-stack web application using Spring Boot, PostgreSQL database with complex relational schema design
 - Implemented secure user authentication with BCrypt password encryption and session management across multiple controllers
 - Designed RESTful APIs for movies, concerts, sports events with automated email confirmations and PDF ticket generation
 - Built admin dashboard for content management, user oversight, and comprehensive booking analytics with 95% test coverage

Capture the Flag - Multiplayer Game | Java, JavaFX, Socket Programming, TCP/IP

Source Code Dec 2024

- $-\,$ Led 4-developer team building real-time multiplayer Capture the Flag game
- Architected TCP/IP client-server system with custom network protocol
- Implemented core game mechanics: team gameplay, flag capture, collision detection
- Coordinated development tasks and code reviews while contributing 60% of codebase
- Built JavaFX GUI with smooth movement and real-time state synchronization

Learning for All | Kotlin, Android, Firebase

Source Code Sept 2025

- Developed educational Android app for Class 1-5 students with comprehensive learning topics
- Implemented Firebase Authentication and Firestore database for user management and progress tracking
- Built interactive learning modules covering mathematics, patterns, and foundational concepts
- Designed child-friendly UI with progress tracking and topic navigation features
- Created structured curriculum content with visual exercises and interactive activities