

# Gurkarman Reen

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Ready to work from May to August 2024 |

## EDUCATION

### Wilfrid Laurier University

*Bachelor of Science in Computer Science*

Waterloo, ON

*Sept. 2022 – April 2026*

## EXPERIENCE

### Instructional Assistant

January 2024 – Current

*Wilfrid Laurier University*

*Waterloo, ON*

- \* Communicate with students and help them develop proper understandings of topics in CP104 and CP164
- \* Developed technical skills and collaboration with other Assistants in guiding students
- \* Needed in-depth knowledge of the courses that include Python and data structures

### Exam Proctor

December 2023

*Wilfrid Laurier University*

*Waterloo, ON*

- \* Communicate with students and answer questions regarding the exam professionally
- \* Help students with any technical problems
- \* Flexibility in handling unexpected situations.

### The Golden Hack 5.0

September 2023

*Wilfrid Laurier University*

*Waterloo, ON*

- \* Joined a Hackathon with friends. Created a game using pygame, an educational game using Open AI about hygiene. Creating statements about healthy hygiene.
- \* Worked in a group and allowed for working well in collaboration for our project
- \* Used Python, Pygame, Streamlit

### O-Week Volunteer

September 2023

*Wilfrid Laurier University*

*Waterloo, ON*

- \* Helped out with O-Week events as a part of GO-team, using problem solving skills navigating first years around campus and using initiative to get the needed results for a fun experience for incoming students
- \* Explored new ways to communicate with others in a team environment and learned new ways to deescalated in stressful situations

## PROJECTS

### Arcade Games | *JavaScript, HTML/CSS*

August 2023 – August 2023

- \* Developed JavaScript games that include: Tetris, Space Invaders, Wack-a-Mole, Memory game, Connect 4
- \* Using VS code to develop these games
- \* Watched FreeCodeCamp Tutorial for the projects

### Hygiene Hero | *Python, Streamlit, OpenAI*

September 2023 – September 2023

- \* Made a small game using Python using VScode
- \* Player controlled person with object collision code and Open AI API added to allow creation of unique questions

### Personal Website | *JavaScript, HTML/CSS*

August 2023 – August 2023

- \* Used JavaScript to allow links and other clickable objects to work
- \* Used HTML/CSS to design and create framework for site

## TECHNICAL SKILLS

**Languages:** Java, Python, JavaScript, HTML/CSS, VBA

**Frameworks:** Bootstrap

**Developer Tools:** Git, Github, VS Code, Visual Studio, PyCharm, Eclipse, Processing, Tailwind CSS, Pygame, Excel