KINDEEP SINGH KARGIL

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EDUCATION

Brock University   *St. Catharines, ON*
Honours, Bachelor of Science, Computer Science (Co-op)   *September 2017 - Present*

- 3rd year, Academic average: 90%, Dean's Honour List (2018 and 2019)

SKILLS

Languages   JavaScript, TypeScript, Kotlin, Java, C++, CSS, HTML
Tools   React, React Native, Firebase, Serverless, Angular, Android, Node.js, git

EXPERIENCE

--- WORK EXPERIENCE ---

Slalom Build   *Toronto, ON*
Software Engineer Intern   *June 2020 - Present (2 months)*

- Working in an agile team to improve usability and adoption for Slalom's 'Product Engineering Methodology' content management system using **Drupal** and **Vue.js.**

Digital Garage, Ontario Ministry of Transportation   *St. Catharines, ON*
Junior Developer   *January 2020 - May 2020 (5 months)*

- Worked in an agile team to iterate and improve a novel internal learning and development platform using **React** and **.NET core**.
- Developed POCs to count and classify trucks from highway camera feeds using **Azure Custom Vision** and also an RCNN in **Tensorflow**.
- Developed a prototype for a universal feedback collection web component for Ontario web applications using **Stencil.js.**

Caribou Contests   *St. Catharines, ON*
Software Developer Co-op   *January 2019 - April 2019 (4 months)*

- Developed 'Knot Editor', a Web App that allows users to interactively draw and analyze Mathematical Knots using JavaScript and the HTML 5 canvas, along with a game to untie knots for the Caribou Math Contest.
- Developed an interactive mini course for Knot Theory leveraging features from 'Knot Editor'.

--- VOLUNTEER EXPERIENCE ---

Brock Computer Science Club   *St. Catharines, ON*
President   *April 2019 - Present*

- Work with the team to organize Computer Science related workshops and events such as Local Hack Day along with fun social events like Board Game Night to help build a sense of community.
- Actively contributing and managing contributions to brockcsc.ca

PROJECTS

Treachery - Online Board Game   *treacheryonline.web.app*

- Used Angular, Firebase Firestore and Could Functions to create a web-app to play the board game 'Deception' online between 3 - 40 people.

Reddit Video Generator   *github.com/kindeep/redditVideoGenerator*

- Used Python and the reddit api to create a fully automated YouTube channel that creates and publishes videos based on hot posts on r/AskReddit.