Khushwant Singh Parmar

https://github.com/ksparmar | https://www.ksparmar.com

TECHNICAL EXPERIENCE

Software Development Engineer - Change Healthcare

(September 2022 - April 2023)

- Developed application software implementing backend services, web services, and client software using C++, C# and Javascript
- Worked on the tactical team implementing bug fixes and addressing customer issues in product
- Packaged product releases and ported fixes among different product versions

Support Analyst - University of British Columbia, IT

(May 2022-September 2022)

- Served as the first point of contact for customers seeking technical assistance over the phone or email
- Provided technical assistance and support on issues related to systems, software and hardware
- Performed remote troubleshooting through diagnostic techniques and pertinent questions

TECHNICAL SKILLS

- Languages: Python, C, C#, Java, Javascript, TypeScript, R, SQL, HTML, CSS
- Libraries: scikit-learn, scipy, sklearn, Pandas, Numpy, matplotlib.pyplot, React, depmixS4
- Platforms: Windows, Linux, Git
- Environments: Android Studio, Visual Studio, Microsoft TFS, Jupyter, RStudio
- **Technologies:** Microsoft SQL Server, Node.js, Balsamiq, Figma

PROJECTS

Anomaly Detection Based Intrusion Detection

(March 2022 - April 2022)

(CMPT 318, Introduction to Cyber Security)

https://github.com/ksparmar/Anomaly-Based-Instrusion-Detection.git

- Used Hidden Markov Models in R to detect anomalies in electricity consumption dataset
- Performed PCA using prcomp function to reduce the dimensionality of the dataset
- Used depmixS4 library in R to train and test HMMs for different nstates to achieve optimal log-likelihood and BIC values at nstates= 22
- Successfully detected injected anomalies in sample datasets using final model parameters

Property Prices Analyzer

(December 2021)

(CMPT 353, Computational Data Science)

https://github.com/ksparmar/Property-Tax-Data-Analyzer.git

- Used Python Data Science libraries to analyze real estate trends for City of Vancouver
- Used sklearn regression models(KNN, Random Forest, Gradient Boosting) to predict property price based on location and year built
- Used sklearn classifier models (GaussianNB, KNN, Random Forest) to predict property location based on type of dwelling, price change and current price
- Used scipy.stats to perform statistical analysis on properties based on type and neighbourhood

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PROJECTS CONTINUED

Personal Portfolio Website

(July 2021)

https://github.com/ksparmar/React-portfolio.git

- Used React functional components to create a portfolio website and deployed using Netlify
- Wrapped using Tailwind CSS, added Google Maps API support, and Netlify forms
- Showcases Android, C and UI/UX projects with videos

LAN Chat Functionality

(November 2020 - December 2020)

(CMPT 300, Operating Systems)

- Implemented a text chat functionality using UDP sockets in C language
- Used multithreading for handling input, sending, receiving and display of messages
- Used fixed size buffers for storing messages, Mutexes and Conditional Variables for synchronization
- Allowed users on two machines on the same network to connect using port numbers and chat

Music Database

(November 2020 – December 2020)

(CMPT 354, Database Systems 1)

- Created an SQL Server database to represent data about a fictional music company
- Ensured correct data input, updation and deletion using Triggers
- Allowed user to execute complex queries using Stored Procedures and User Defined Functions for database tables to ensure data consistency

Linux Commands simulation

(November 2020 - December 2020)

(CMPT 300, Operating Systems)

- Created a Linux Process Life-Cycle simulation using lists, priority queues and semaphores
- Allowed users to create, fork, kill, get information about and block/unblock processes using commands in Linux terminal
- Enabled inter-process communication using lists as buffers and process priorities to allow concurrent access to buffers
- Simulated the ls command in Linux including ls -i, ls -l, ls -ls, ls -R, ls -r and their combinations

FindDaMatch

(June 2020 - August 2020)

(CMPT 276, Introduction to Software Engineering)

https://github.com/ksparmar/Spot-it-Android-Game.git

- Developed a game using Java in Android Studio to mimic the card game Spot it
- Used Android Canvas to simulate cards with images and text with different number of pictures per card corresponding to different modes
- Used Android View class to implement the draw and discard pile and ViewTreeObserver to track changes on cards in the playfield
- Allowed Flickr API and Emulator local storage access to use custom images on cards

EDUCATION

Simon Fraser University, Burnaby, BC

BSc Computing Science

(September 2018 – Present)

Expected Graduation: April 2024