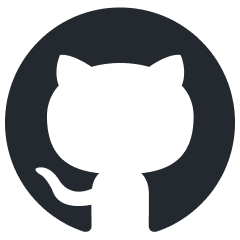
## Ruban Singh

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**Education**

Computer Science from Kendriya Vidyalaya *Graduated in May 2021*

Currently pursuing **Diploma in Computer Programming from Cambrian College** *Graduated in April 2024*

**Relevant coursework:** Data Structures and Algorithms, Computer Organization and Architecture, Object-Oriented Programming, Database Systems, Software Engineering, Operating Systems.

**Experiences**

**ACCOUNT MANAGER** - Roger Communications *Apr 2024 - Present*

-Conducting personal development workshops

-Marketing campaigns to promote products through multiple mediums

-Team building and team training

-Self development -Manage customer database

**SENIOR MARKETING CONSULTANT** - Telus *Apr 2023 - Mar 2024*

-Operated marketing campaigns

-Conducted interviews

-Team building and team training

-Generating revenue and acquiring new clients

**Extra-Curricular Activities:**

**Computer Assembly:**

-Built custom computers for Blender (3D design), Unity (game design) and Premiere Pro, and PhotoShop

-Configured hardware and software to optimize performance and got rid of bottleneck issues

-Tested and troubleshot systems before deployment

(Resources used: **YouTube** (LinusTechTips), **PC Building Simulator**)

**Resistance Calculator:**

-Created a resistor calculator to simplify calculations in electrical classes

-Used Libraries like **Tkinter** and **cProfile** for UI (window for the application, labels, and buttons)

(Resources used: programming language **Python**, **Visual Studio Code**, W3Schools)

**NFT Project:**

-Created an NFT project, Doggo project (yet to be released), of 888 unique pieces using **JavaScript** for the **Ethereum blockchain library**, featuring unique digital art and smart contract functionality.

-Used **photoshop** to make assets and backgrounds

-Utilize **IPFS** to handle image storage and retrieval

(Resources used: Visual Studio Code, JavaScript, Photoshop, [GitHub](https://github.com/lykruban), and photoshop)

**Top-Down Shooter:**

-Developed a top-down shooter game using **Pygame** and **Python**.

-Utilized object-oriented programming principles to create game entities, such as players, enemies, and projectiles. Implemented collision detection and handling.

(Resources used: Visual Studio Code, programming language Python, [opengameart.org](https://opengameart.org/))

**Skills:**

| * Excellent communication and interpersonal skills * Proficient in programming languages such as Java, Python, and C++ * Experience with web development using HTML, and JavaScript * Knowledge of database systems and SQL | * Familiar with the command line interface * Computer assembly * Video editing, Photoshop, Special effects * Strong analytical and problem-solving skills |
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