

# MANVEER TREHAN

Vancouver, BC

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🐙 [github.com/manveertrehan](https://github.com/manveertrehan)

## Education

University of British Columbia - *B.Sc. Computer Science*

2019 – present

Relevant Coursework: Data Structures & Algorithms, Models of Computation, Operating Systems, Computer Systems & Hardware, Machine Learning

## Work Experience

### Trehan Consulting Group

June 2021 – July 2021

*Software Engineer Intern*

Vancouver, BC

- Worked on the design, improvement, and addition of front and back end features on the company's main website.
- Updated and added new content to the front end of the company's webpage with JavaScript, HTML + CSS.
- Designed and implemented a mock Café kiosk menu app in React to serve as a sales demo.

### Panda Coins

June 2020 – Sep 2021

*Co-Founder*

- Used GPC to tune and optimize scripts used by **300+** consoles daily to generate in-game tokens, resulting in a **7%** increase of token production.
- Designed and implemented an efficient order tracking process that increased both the reliability as well as the productivity of the company, which led to over **\$300,000** of revenue in the first year.
- Accumulated **10,000+** total followers through strategic advertising.

## Personal Projects

### Movie Predictor | Python + HTML + CSS

- Built a language model that uses random forests to predict the top five most likely movies when given scene descriptions as inputs
- The model is able to classify over **3000** movies with reasonable accuracy

### NHL Playoff Status | JavaScript + CSS + HTML

- Built an app that displays the current playoff status of every NHL team and calculates the remaining record a team needs to achieve to make the playoffs
- Retrieves live statistics for each team through NHL's RESTful API and displays the JSON data in a user friendly manner
- [Try it here](#)

### Coin Order Tracker | JavaScript + CSS + HTML

- React app for NBA 2K MyTeam points and Madden NFL MUT coin distributors that provides a simple way to organize and track orders in the short term.
- App was the main mechanism used to track and distribute virtual coins to **100s** of regular customers
- [Try it here](#)

### Starship Swerve | Unity + C#

- Developed and deployed a reactive mobile endless runner game with compounding level difficulty

## Languages / Skills

- |              |       |              |         |                |
|--------------|-------|--------------|---------|----------------|
| • Java       | • C   | • Python     | • React | • C#           |
| • JavaScript | • C++ | • HTML + CSS | • Git   | • Scikit-learn |