Harkeerat Singh Mayall

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EXPERIENCE

HUMAN COMPUTING & BIONIFORMATICS LAB | STUDENT RESEARCH ASSISTANT,

University of Manitoba

May 2022 - Present | Winnipeg, Manitoba

- → Conducted research under Prof. Olivier Tremblay-Savard and contributed to the RNA Seq Analysis project.
- → Studied different techniques to convert gene IDs, RNA and DNA sequences to analyzable data using Python.
- → Used R to create comparisons to conduct the RNASeq analysis.

MYALSTONE - RANGERSTORK INDIA | ADMINISTRATIVE ASSISTANT

Jan 2018 - Dec 2020 | New Delhi, India

- → Remodeled the company inventory system by integrating Microsoft Excel and the inventory system which was coded in Python and used MySQL for data management.
- → Devised the company website using WordPress which reached international customers.
- → Designed company logo and product catalog using Photoshop.

PROJECT UNNATI - ENACTUS | Volunteer Digital Literacy Teacher

July 2019 - March 2020 | New Delhi, India

- → Organized and coordinated digital literacy workshops for women and children in New Delhi, India.
- → Taught computer literacy, including internet usage and the basics of Microsoft applications like word, etc.

PROJECTS

BOOK STORE INVENTORY SYSTEM

- → Implemented an inventory system using Python having the capabilities of a real-time inventory system.
- $\ensuremath{\:\boldsymbol{\rightarrow}\:}$ Allows users to add new books and keep track of their information
- → Built an easy-to-use, user-friendly interface using Tkinter.
- → Improved the data management system by using MySQL for retrieving and storing all the details. Utilized the Sqlite3 library to connect Python and MySQL.
- → Modified this inventory system to use it to store information of tools and products for a previous employer.

SUDOKU SOLVER USING BACKTRACKING

- → Coded a program capable of solving any given Sudoku problem using backtracking.
- → Applied the fundamental concept of backtracking through this project and developed a deep understanding of the technique.

BATTLESHIP AND TIC-TAC-TOE

→ Programmed beginner level games to gain conceptual clarity and a firm grip over programming language fundamentals.

EDUCATION

UNIVERSITY OF MANITOBA

Undergraduate | Jan 2021 - Present | Winnipeg, Manitoba, CA

Bachelors in Computer Science GPA: 4.45 / 4.5

- Received the Undergraduate Student Research Award, joined the Human Computing & Bioinformatics lab under Prof. Olivier Tremblay-Savard.
- Dean's Honor List 2021-2022
- 2022 ICPC North Central NA Regional Contest Honorable Award.

AMITY INTERNATIONAL SCHOOL

High School | 2018-2020 | New Delhi, India Class XII

Grade: 97.8%

- Scored 99% in Computer Science.
- Achieved top 0.1 percentile of the 2 million students appeared for the AISSCE XII high school exams.

SKILLS

PROGRAMMING

• Python • Java • R • SQL • CSS • HTML •

LIBRARIES/FRAMEWORKS

• Tkinter • Numpy • Pandas • PyGame •

TOOLS/PLATFORMS

• Git • Github • Photoshop • Wordpress •

EXTRA-CURRICULAR

- Active Member of University of Manitoba's Computer Science Students Association, .DevClub and Women in Computer Science societies.
- Led my team as the captain to win district, zonal, inter-school, and school level basketball competitions in the span of six years.
- Attained a professional diploma in Instrumental Music (Tabla)