Arjunvir Sidhu

EDUCATION

Bachelor of Computing, Computer Science Honours Co-op | SEPT 2021 - PRESENT

Personal Projects:

Pokedex App - React, Javascript, HTML/CSS (2022):

- Built an app that displays information about the Pokemon searched. Used react hooks to store the name of Pokemon entered and the information of each Pokemon searched.
- Used Axios to fetch data from Poke API about the Pokemon which is then stored using a react hook and displayed onto the screen.

Key Academic Projects:

Linux Terminal Twitter - C (2022):

- Used a linked list to store tweets and build a twitter like app in a linux environment using C. Improved the app by implementing creation, deletion, displaying, importing, exporting and sorting tweets using pointers and algorithms.
- Improved the efficiency of the app by implementing dynamically allocated memory using Valgrind to check for memory leaks.

Dynamic String Manipulator - C (2022):

- Used dynamic allocation to manipulate strings in C in a linux environment. Improved the app by integrating Valgrind to check for memory leaks.
- Developed extra string functions within the app using dynamic allocation which contributed to an increase in user's control.

WORK EXPERIENCE

Schlegel Villages, Mississauga, ON — COVID screener/ Rapid Tester | MAY 2020 - PRESENT

- Handling various difficult customer interactions achieving satisfaction on both sides by being able to uncover and solve the client's needs.
- Interacted with a database on a daily basis to keep client's screening and testing information/visitation history.
- Engaged with clients and coworkers daily for screening with excellent interpersonal and communication skills

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TECHNICAL SKILLS

Languages: C/C++, HTML/CSS, Javascript.

Frameworks & Operating Systems: React JS, Linux, Mac OS, Windows.

Other: APIs, Github, Gitlab, Documentation, Efficient Methods, I/O.

RELEVANT COURSES

- Programming
- Intermediate Programming
- Discrete Structures in Comp 1 & 2
- Linear Algebra and Calculus
- Object-orientedProgramming (planned)
- Data Structures (planned)
- Operating Systems (planned)
- Structures and Applications of Microcomputers (planned)
- Software Systems and Development and Integration (planned)
- Analysis and Design of Computer Algorithms (planned)