

ROHIN AULAKH

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Education

Simon Fraser University

Bachelor of Science — Computing Science

Expected Graduation: May 2027

Burnaby, BC, Canada

- Dean's Honour Roll — **GPA: 3.63**
- Relevant Coursework: Data Structures and Algorithms, Systems Programming, Software Engineering, Object-Oriented Design, Data Communications and Networking, Database Systems, Mobile App Programming, Artificial Intelligence.

Projects

OpenCourt | Github | Website

Nov – Dec 2025

Kotlin · XML · Android SDK · Firebase Realtime DB · Google Maps SDK · Git

- Shipped an Android app in a four-person team enabling real-time, crowd-sourced basketball/tennis court availability.
- Implemented live data sync, user authentication, proximity-based check-in/out, and map-based interactions via Firebase Realtime Database and Google Maps SDK, supporting concurrent users with court data across Burnaby and Vancouver.

ERA - Live Clash Royale Model Detection | Github

Oct 2025

Python · YOLOv8 · OpenCV · PyTorch · Computer Vision · Git

- Built a real-time computer vision system in a four-person team during SFU StormHacks 24-hour hackathon to detect and track opponent cards in Clash Royale, maintaining live game state and resource tracking for strategic decision-making.
- Independently trained and deployed a YOLOv8 object detection pipeline using Python and OpenCV, achieving 0.83 mAP@50 and 0.81 precision scores on a labeled dataset, with real-time inference at 15 FPS on live gameplay footage.

Jack of All Travel | Github | Website

Mar – Apr 2025

ReactJS · NodeJS · JavaScript · Google Maps API · Google Calendar API · Agile Kanban · Git

- Developed a full-stack travel planning web app in a four-person Agile Kanban team, supporting collaborative itineraries, shared calendars, and flight, hotel, and restaurant search through interactive maps using the Google Maps API.
- Automated destination search with route visualization, flights & accommodations, and JavaScript unit/integration tests.

Unix Shell | Github

Feb 2025

C · POSIX · Unix · Process Management · CMake

- Created a Unix-like shell with internal commands, foreground/background execution, and process lifecycle management.
- Used POSIX system calls (fork, execvp, waitpid, sigaction) to manage concurrent processes and asynchronous interrupts.

Technical Skills

Languages: Python, C, C++, JavaScript, Kotlin, Java, HTML, CSS, XML

Frameworks and Tools: Git, Docker, MySQL, ReactJS, NodeJS, Firebase, YOLOv8, Android SDK

Operating Systems & Networking: Unix, Android, TCP/IP, Socket programming, Client-server architecture

Work Experience

Mirani Homes

Asst. Contractor

Jun – Sep 2023

Vancouver, BC, Canada

- Worked directly with city inspectors to secure permits and resolve compliance issues, preventing costly project delays.
- Coordinated schedules across multiple construction crews, resolving conflicts to keep parallel projects on schedule.
- Resolved on-site issues independently and completed blocking tasks to prevent delays to critical project milestones.