

**LinkedIn:** [linkedin.com/in/shubhsohi](https://www.linkedin.com/in/shubhsohi)

**GitHub:** [github.com/shubh-sohi](https://github.com/shubh-sohi)

**Portfolio:** [shubh-sohi.github.io](https://shubh-sohi.github.io)

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## EDUCATION

**Bachelor of Science in Computer Science(Mathematics minor),** University of Saskatchewan

April 2021

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## LANGUAGES AND TECHNOLOGIES

- **Proficient:** Python, JavaScript, Git, React, Node, Java, C++, C, Linux, C#, SQL, Firebase, PHP, Rust, Scala, HTML/CSS, Bootstrap, Shell, Docker, Android, JSON, XML, D3.js, JavaFX, OpenGL, CI/CD pipelines, IntelliJ, Adobe XD, Adobe Photoshop, Adobe Audition, Adobe Premiere Pro
- **Exposure:** Kubernetes, AWS, Ruby on Rails, .NET, Go, jQuery, AngularJS, Swift, Travis CI, Jenkins, Heroku, TypeScript, NoSQL, Assembly(asm)

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## PROJECTS AND RELEVANT EXPERIENCE

### Full Stack Web Development(Class Project)

January 2020 – April 2020

- Worked in a team of four towards designing and building an event-driven employment website by efficiently using Docker, Heroku, Travis CI, MySQL, PHP, JavaScript, and HTML/CSS.
- Engineered the project by acting as the team leader, Scrum master, and developed a CI/CD pipeline which made the production and deployment process faster and bug-free.
- Followed the Scrum framework and MVC patterns and surrounded development around personas and epics which lead to simple, useful, and efficient UI/UX.

### Data Analysis and Information Visualization(Class Project)

September 2019 – December 2019

- Worked in a pair towards building a web interface using JavaScript, D3, and python that visualized complex data in interactive graphs which provided the ability to easily understand and analyze big data.
- Built multiple python scripts using NumPy and Pandas that provide actionable insights on data stored on MySQL databases and added automated test scripts that ensured the correctness of data.

### Software/Game development(Self project)

December 2019

- Devised a python desktop Sudoku app/game built on a custom Sudoku solving algorithm built without the use of recursion and backtracking and is about 15% faster than the recursive algorithm.
- GUI built using PyGame provides great visuals and options like a custom game and a helper grid to the user which greatly increase the user experience

### Computer Science Tutor(Saskatoon)

January 2019 – Current

- Tutored topics include Intro and Principles of CS(Python, Git, and automated testing), Programming principles and Practices(Linux and C), Developing Object-Oriented Systems(Java), and Data Structures and Algorithms(Java)

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## SKILLS

- Problem solving, Mathematical aptitude, and ability to develop innovative and robust solutions to problems.
- Development of automated test scripts across all platforms with multiple testing methodologies.
- Multiple development techniques including MVC patterns, Agile, Spiral, and waterfall model.
- Version control using GitHub and Bitbucket with a good command line skill set.
- Communicate effectively, orally and in writing with efficient use of presentations, commits and documentation.
- Effective demonstration of technical work to a non-technical audience.
- Work collaboratively in teams to increase productivity and engage in effective communication

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## SUPPLEMENTWORK EXPERIENCE

### Route Sales Representative/Merchandiser(PepsiCo Canada)

December 2018 – Current

- Increased revenues by 10% per month by developing good relationship with key customers and innovatively marketing new products

### Store Assistant(Circle K Convenience Store)

October 2016 – November 2018

- Effectively handled all store operations including cash, POS, inventory and supervised employees

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## VOLUNTEER

- Science ambassador at Let's Talk Science Rural outreach program
- VP Student Affairs at the University of Saskatchewan, Punjab Student Association