SIDDHARTH SINGH

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EDUCATION

University of Wollongong   **Jul 2017 – Dec 2019**
Singapore Institute of Management   (expected graduation)
Bachelor of Computer Science (Digital System Security)
- Weighted Average Marks (WAM) – 84.6/100
- Dean's Merit Award 2017 – For achieving a WAM of 85 and above
- Relevant Coursework – Algorithms and Data Structures, Software Development Methods and Tools, Java Programming and Applications, Object and Generic Programming in C++, Database Systems, Distributed Systems and Cloud Computing, Cryptography and Secure Applications.

PSB Academy   **Jul 2016 – Apr 2017**
Diploma in Infocomm. Technology
- GPA – 3.9/4.0
- Scholarship Award 2016 – PSB Academy Scholarship Test
- Relevant Coursework – Data Communication and Networking, Database Design and Modelling

ACADEMIC PROJECTS

Pegasus: A SIM Online Recruitment using Cloud Computing   **Jul 2019 – Dec 2019**
- Leading a team of 6 members for a final year project to create a recruitment website. The website is being built following Agile methodology using React, Bootstrap, AWS etc.

Chords System   **Jul 2019 – Sep 2019**
- Simulated Chords to demonstrate scalability & efficiency using structured peer-to-peer architecture in C++.

War of Greek God Game   **Apr 2018 – Jun 2018**
- A Java game was developed in 4 different versions, game card inventory management, CLI based game, GUI based Game and a broadcaster system using threads and networking.

Maze Solver   **Jan 2018 – Mar 2018**
- A bot to solve a maze in C++ using advanced algorithms according to the description provided in Assignment.

Book Inventory shell program   **Jan 2018 – Mar 2018**
- A bash script was developed to maintain an inventory where user can add/remove/update/search/sell a book. In addition to these features, user can generate a summary report, sort the summary and search using keywords.

Inventory System Development   **Jan 2018 – Mar 2018**
- Lead a group of 6 teammates to design an inventory system to showcase RUP model, versioning system and provide a detailed report including business case, plans, requirements, risks, UML diagrams, etc.

CO-CURRICULUM ACTIVITIES

SIM Student Ambassadors   **Nov 2017 – Dec 2019**
- Worked in teams to carry out tasks assigned during the events hosted by different departments in SIM.

SKILLS

Programming Languages: JavaScript, Python, Java, C#, C++, C, Bash
Web: React, HTML5, CSS3, Bootstrap5, jQuery, Ajax, AWS
Database: SQL, MongoDB
Others: Embedded System and Robotics Programming, Internet-of-Things
Software and Tools: GitHub, Visual Studio Code, Eclipse, VMWare, Brackets, ArgoUML
Operating System: MacOS, Windows, Linux, Unix

HOBBIES

- eSports – Unknown Battlegrounds, GTAs for fun and bonding with friends.
- Bowling, Cricket, Badminton – Helps to stay active and healthy.