Simarjeet Singh

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Professional Summary

Driven Computer Science graduate student with a passion for solving complex problems. Possesses strong expertise in Computer Science fundamentals, including advanced debugging skills, Object oriented analysis and design concepts, operating systems, algorithms, database management systems and data analysis. Demonstrated effective teamwork and leadership capabilities, honed through collaborative projects and academic leadership roles in both undergraduate and graduate programs.

Education

Washington State University   Pullman, WA
Master of Science in Computer Science   *Jan. 2024 – Dec.2025*
GPA : 4.0

JECRC University   Jaipur, India
Bachelor of Technology Computer Science and Engineering   *Aug. 2019 – May 2023*
GPA : 3.79

Projects

Media Sharing Service — C#, .NET Core, Azure Cloud Services | *C#, .NET Core, Azure*
- Built microservice-based media platform with user accounts, file sharing, and upload/download features.
- Leveraged Azure Cloud Services: App Service for hosting, Cosmos DB for metadata storage, and Blob Storage for media files.
- Implemented direct media loading from Blob Storage to HTML pages, optimizing performance
- Demonstrated proficiency in cloud-native development, microservices architecture, and full-stack implementation.

Personal Spotify Data Analysis | *R, Spotify Web API, SpotifyR* [See Project]
- Analyzed 20,000+ JSON entries to create artist transition networks and detect communities.
- Integrated Spotify Web API, handling large-scale personal data and complex JSON structures.
- Developed diverse visualizations using R libraries to represent intricate data relationships and patterns.
- Implemented signed network analysis to derive novel insights from music listening behavior.

Bullet Hell Shooting Game and Level Interpreter | *Java, LibGDX* [See Project]
- Developed a Java/libGDX bullet hell game, demonstrating game dev and OOP skills.
- Applied crucial design patterns like Factory, Observer, and State for modular, extensible architecture
- Implemented JSON config for easy customization and feature addition.
- Designed intuitive game interfaces, screens using libGDX's UI toolkit, enhancing user experience and visual appeal.

Experience

Software Development Intern   July 2022 – Dec. 2022
Cactus Communications
- Developed RESTful APIs using Java Spring Boot for a researcher analytics dashboard, improving data accessibility and user interaction.
- Enhanced MongoDB performance by designing schemas, optimizing queries, and implementing indexing, supporting high-volume data handling.
- Collaborated with frontend developers to integrate APIs smoothly, enhancing the platform's usability and user experience.

President   July 2021 – Jan. 2022
CodeChef JU Chapter
- Served as President of CodeChef JU Chapter, leading a 4-person team to organize workshops and coding competitions
- Facilitated hands-on learning sessions on competitive programming, data structures, and algorithms
- Organized and hosted multiple coding events, hackathons, and tech talks to engage the student community
- Mentored junior students, fostering a coding culture and enhancing their problem-solving skills and career readiness

Technical Skills

Languages: Java, C#, SQL, R
Frameworks: Spring Boot, .NET
Developer Tools: Git, Docker, Azure, GCP, Kubernetes

Certifications

Architecting with Google Compute Engine
Google Cloud Fundamentals: Core Infrastructure