BALJINDER SINGH

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CAREER OBJECTIVE

I am interested in an entry-level engineering role where I can apply my technical skills and knowledge acquired by pursuing my degree in Computer Engineering. I wish to work in a team of motivated individuals advancing the company towards its goals while concurrently aiding my personal growth.

EDUCATION

University of Wisconsin – Milwaukee — May 2017 – May 2022
Bachelor of Science in Computer Engineering — Dean's Honors for the Spring 2021

TECHNICAL SKILLS

Languages: JAVA, JavaScript, C/C++, Python, HTML, CSS, SQL
Technologies: Git, Visual Studio, MySQL, Node.js, Next.js/React, Express.js, Docker, AWS, Junit

RELEVANT PROJECTS

Personal Projects

Culinary Web App: Web App that allows users to explore different cultures' cuisines.

- Designed front-end using Next.js framework with React
- Firebase's authentication back-end service was utilized for user authentication and user creation.
- Firebase's NoSQL database was used to store user's data and cuisines' data
- CICD practice was used to build and deploy docker to AWS EC2 server using GitHub runner

Smartphone Controlled LED Lights: Car interior LED strip lights with smartphone app controller.

- Developed the circuit for LED lights powered by Arduino microcontroller in C++.
- Partner developed a smartphone app that enabled user to control LED Lights using Android Studio.
- Leveraged Bluetooth module to communicate with circuit and smartphone application.

Desktop application to View Excel files: Programed the application to read Excel file and display Excel data on GUI.

- Used python to create a desktop app to display Excel Files (.xlsx) data without the need for Microsoft Excel.
- Leveraged python's tkinter toolkit was used to program Graphical User Interface and python's openpyxl library to read/write Excel .xlsx files.

Tic Tac Toe Web App with AI Player: Programed the front-end, back-end, and AI.

- Designed front-end using React Framework.
- Created an API for back-end using Express Framework that calculate and send the best move for AI to play.
- AI player was designed using minimax algorithm.

Academic Projects

Scheduling App: Using AGILE methodology, group of four developed Django app that allow Admin, Professor and TA to assign classes and Labs.

- I designed the database using SQLite
- I designed the HTML pages using Bootstrap front-end framework
- I used python's Unit testing framework to perform unit testing