# **Danishjeet Singh**

singhdan@iu.edu 1 (812) 803-5457

singhdan.me linkedin.com/in/danishjeetsingh github.com/DanishjeetSingh

#### **EDUCATION**

INDIANA UNIVERSITY

Bloomington, IN

Luddy School of Informatics, Computing, and Engineering

Bachelor of Science in Computer Science

Minor: Financial Literacy Specialization: Data Science

Honors: Hutton College, Luddy Academic Deans List

## TECHNICAL & LANGUAGE SKILLS

Programming Languages: Scheme, Python, JavaScript, Java

Markup Languages: HTML, Sass, CSS, LaTeX

**Databases:** PostgreSQL, SQLite **Frameworks:** Tailwind, Bootstrap

Software: Illustrator, InDesign, Adobe XD, Photoshop, Lightroom

Languages: English, Hindi, Punjabi

### **EXPERIENCE**

#### Luddy Student Engagement, Indiana University

Bloomington, IN

May 2024 GPA: **3.83**/4.00

October 2021 - Present

Lead Technical Consultant

- Create and manage the Luddy Living Learning Center(LLC) website by implementing User Testing and actively evaluating feedback to improve the User Experience, while using The WCMS Expression Engine.
- Develop content for the website in collaboration with the Director of Student Engagement to highlight the core objectives of the LLC to increase the user traffic by 150%.

#### **Luddy Outreach, Indiana University**

Bloomington, IN

Outreach Assistant

September 2021 - Present

- Introduce the fundamentals of Computer Science to youth between 3rd and 7th grade in the Monroe County through block-based programming and virtual worlds to strengthen their analytical thinking.
- Mentor 10 students by exposing them to the field of programming to evolve their interest in technology.

#### **ACTIVITIES**

#### Luddy School of Informatics, Computing, and Engineering

Bloomington, IN

Luddy Student Ambassador

January 2022 - Present

 Coordinate events for prospective students and families to answer their concerns and influence their decisions to attend the Luddy School

#### Google Developer Student Club, Indiana University

Bloomington, IN

Digital Designer/ Core Team Member

September 2021 - Present

- Plan and produce the digital design assets to be utilized in project led by the resource teams in the club.
- Increase the club's engagement by 75% through the campus wide marketing campaign by employing Google's branding and marketing guide.

## **PROJECTS**

#### **Buddy Bot**

November 2021 - December 2021

- Established a PostgreSQL Database, by creating a table of 1500+ text acronyms along with their meanings.
- Programmed a Discord bot by using "Discord.js" and "Sequelize.js" to access the PostgreSQL Database, while taking user input to manipulate the database and display information on a Discord server.

#### **Geodata Visualization Project**

February 2021 - March 2021

- Utilized Google Places API to find the geodata of 200 locations around the globe using Python.
- Constructed a SQLite Database from the geodata acquired from the Google Places API.
- Converted the geodata JSON present in the Database into a JS file to visualize relevant data onto an interactive map.