SUKHBIR SINGH

EDUCATION

Associates Degree, Computer Programmer

Sheridan College

PROFESSIONAL EXPERIENCE

Mobile Developer

Cellboard

- **Experienced** in developing Cross-Platform Applications using modern
- Experienced working with technologies like React Native, JavaScript, Expo, Firebase, OAuth for the development.
- Responsible for the design and development of different parts/features of the Cross-Platform application.
- Responsible for updating the app both in the play store and app store.
- Attps://apps.apple.com/ca/app/folio-reader/id1518202154

Full Stack Developer - Freelancer

- Average rating 4.5 over 10+ projects with great feedback from clients.
- Collaborated with three other developers on different projects.
- Developed fully responsive web as well as mobile applications using modern programming languages and frameworks. i.e. HTML, CSS, JavaScript, React, Angular, NodeJS, MySQL, Flutter, React Native, Firebase.
- Generated more than \$10,000 in revenue working on different projects.

Full Stack Developer Intern

River Sand Technologies

- Liaised with back-end developers as well as front-end developers as
- Managed time-sensitive updates, including content changes and database
- Was responsible for writing as well as debugging the code according to the requirements.

PROJECTS

Self Driving Car Game (Artificial Intelligence)

Developed a virtual Car game driven by AI using Deep Q Learning, Artificial Neural Networks, and PyTorch.

- The goal of the Car is to make round trips between two points while avoiding any obstacles the user had drawn.
- The Game Environment is developed using KIVY in Python.

Al Playing Breakout

Developed an Al Model to play the Breakout(Atari Game).

- Implemented advanced Deep Convolution Q Learning and Asynchronous Actor-Critic Agents, model.
- The model is based on LSTM(Long-Short-Term-Memory).
- Al learns to play really well after 1 hour of training.
- The game environment is imported from the GYM Python module.
- Attps://github.com/sukhbir77/Al_Playing_Breakout.git

A* Path Finding Algorithm Visualization

Using the Python Tkinter and Pygame module developed a visualizer tool for A* path finding algorithm.

- The user can draw two points on a screen and can visualize the algorithm running as it reaches node to node to find the path in an optimal way.
- ${\color{red} \mathscr{O}} \ \, \text{https://github.com/sukhbir77/A-Path-Finding-Algorithm-Visualizer-Tool.git}$

TECHNICAL SKILLS

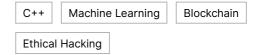




Back-End



Familiar With



FIND ME ONLINE



GitHub https://github.com/sukhbir77

LinkedIn in http://www.linkedin.com/in/sukhbir-brar-96b878180