SUKHBIR SINGH

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EDUCATION

Associates Degree, Computer Programmer

Sheridan College 01/2019 - 08/2020 Brampton, ON

PROFESSIONAL EXPERIENCE

Mobile Developer

Cellboard 06/2021 - Ongoing Vancouver, BC

- **Experienced** in developing **Cross-Platform Applications** using modern frameworks.
- **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**.

https://apps.apple.com/ca/app/folio-reader/id1518202154

Full Stack Developer - Freelancer

Fiverr 06/2019 - 01/2021 British Columbia

- 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 12/2019 - 04/2020 Toronto

- Liaised with **back-end** developers as well as **front-end** developers as needed.
- Managed **time-sensitive updates**, including **content changes** and **database updates.**
- 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.**

https://github.com/sukhbir77/Self-Driving-Car-Using-AI.git

AI Playing Breakout

Developed an AI 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)**.
- **AI** learns to play really well after 1 hour of training.
- The game environment is imported from the **GYM Python module**.

https://github.com/sukhbir77/AI_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**.

https://github.com/sukhbir77/A-Path-Finding-Algorithm-Visualizer-Tool.git

TECHNICAL SKILLS

Java | Python | C language | C#
JavaScript | Netlify | Dart | Flutter
Android & iOS | React Native | .Net
.Linux | Object Oriented Programming
Artificial Intelligence | Git Version Control
Cloud Computing | Network Basics
Data Visualization | Computer Vision
Data Structures & Algorithms | OpenCV
MS Azure | Linux | Photoshop

Front-End

HTML | CSS | JavaScript | jQuery
React | Bootstrap | WordPress
AngularJS | TypeScript | React Native

Back-End

Node | Express | OAuth | EJS | SQL
NoSQL | MongoDB | PHP | Auth0
Mongoose | RESTful API | Firebase

Familiar With

C++ | Machine Learning | Blockchain
Ethical Hacking

FIND ME ONLINE

Personal Website
https://www.dev-007.com

GitHub
https://github.com/sukhbir77

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