Sukhraj Purewal

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EDUCATION

Simon Fraser University   Burnaby, B.C.
Bachelor of Science in Computer Science   *2021 - 2025*
Relevant Coursework: Intro to Software Engineering, Web-Development and Data Structures and Algorithms Analysis

WORK EXPERIENCE

MineSense Technologies Ltd.   Sept 2023 – Present
System Integration And Test Engineer   *Vancouver. BC*

- Developed a Python-based project to automate UI validation for web-based products.
- Enhanced testing efficiency by 40% with modular test plans and optimized Python code.
- Utilized Jira to document project workflows and collaborated seamlessly with a team of software developers.
- Used Linux Operating System for testing and deploying products
- Tested web applications using selenium-based Python scripts, that conducted tests by interacting with the individual components of the web apps.
- Collaborated with cross-functional teams of GeoScientists, Data Engineers, and Field Services to improve product quality for mining environments.

PROJECTS

Expense Manager | ASP.NET, C#, SQL   Jul. 2023

- Created and Deployed (on Azure) a user-friendly expense tracking web app.
- Integrated Chart.js library for interactive expense data visualization, featuring bar, dot, and pie charts.
- Implemented a flexible reporting system enabling users to generate reports based on timeframes and expense types.

StudyBuddy | React, Node.js, MongoDB, Apache   Mar. 2023

- Developed a student-centric web app for alike peers to meet up and study together.
- Implemented real-time communication through web sockets, enabling users to create chat rooms, set meeting details, and visualize users on a map.
- Collaborated with a team of developers, showcasing effective task management and communication skills.

AI Discord Bot | Python, PyQt5   Jan. 2023

- Developed a multi-functional Discord bot that chats, provides weather and stock information and also plays chess.
- Implemented a chat function using a custom-trained model of OpenAI's API.
- Enhanced performance by integrating PyQt5 for displaying chess game states and optimizing efficiency through multiprocessing and threading for handling multiple user requests.

Knight run | Java, Maven   Oct. 2022

- Designed a dynamic maze-solving game with randomly spawning obstacles and pursuing enemies.
- Employed the Factory method design pattern for creating game components.
- Utilized Java libraries (java.awt and javax.swing) to craft the game's UI, implementing collision detection and movement logic, while introducing a custom searching algorithm for autonomous enemy movement.

TECHNICAL SKILLS

Languages: Python, C/C++, C#, Java, JavaScript, SQL
Frameworks: Angular, NEXT.JS, Node.js, Django, ASP.NET Core, React Native
Developer Tools: Git, Docker, Linux, VS Code, Visual Studio, Jira