TANREET DHALIWAL

Third Year Undergraduate Software Engineering Student

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SKILLS

Front-End: React.js, Angular.js, Ionic, Javascript, Typescript, HTML, CSS, Sass, Bootstrap, Redux
Back-End: Java, Python, Google Cloud Firestore (NoSQL Database), AWS, REST Web Services
Full-Stack Languages: Swift, C#, Unity, Node.js
Other Tools: Git, Stripe API, ReactiveX API, Pandas Library, Normalizr Library

WORK EXPERIENCE

Barnacle Systems: Software Engineering Intern   *Sept 2020 - Dec 2020*

- Developing new features on client side mobile platform that provides boat and security monitoring to recreational, industrial and military vessels internationally using Angular.js, Ionic, ReactiveX API and Docker

Dyne Technologies: Software Engineering Intern   *April 2020 - Aug 2020*

- Developed a cross platform contactless dining solution in an agile team environment consisting of a web app for employees and a native iOS app for customers that is currently being utilized by a restaurant

Employee React Web App

- Created multi-page responsive front-end screens with modal views, animations and reusable components
- Executed asynchronous queries using redux-thunk to retrieve live customer orders from Firestore database while reducing read/write operations by 56% to ensure efficient scaling
- Remodelled entire state architecture using react-redux to improve data flow between component hierarchy
- Programmed an algorithm for a table status indicator that changes colour based on live status of orders

Customer Native iOS App

- Utilized storyboards to build multiple table view screens from mockups and set up order flow navigation
- Integrated Stripe API using REST web services to set up payment infrastructure with bill splitting feature
- Wrote cloud functions in Node.js to set up cross platform notification system between web and mobile apps

Ivey Business School Scotiabank Digital Banking Lab: Research Assistant   *May 2019 - June 2019*

- Automated existing manual research processes by programming web scraping application in Python using pandas library to increase speed, efficiency and accuracy of data mining
- Conducted research analyses of 150+ Fintech startups to establish a prediction model for success based on current industry and market trends

TECHNICAL PROJECTS

FRC Team 1325 Inverse Paradox: iOS App Developer and Outreach Coordinator   *Sep 2015 - Present*

- Developing educational mobile iOS app in Swift for charity organization that will be implemented in elementary schools across Ontario to increase youth access to STEM and hands on learning education
- Wrote 40 lesson plan curriculum for teachers that will be avaliable on the platform
- Organized free STEM camps for 700 youth locally and conducted service trip to rural schools in India

Unity Gaming Project: Lead Developer   *Jan 2020 - Apr 2020*

- Developed 2D platform game in Unity with customized characters, levels and storyline using OOP skills
- Created start menu and various types of characters that each have varying strengths and capabilities
- Coded a Pac-man style minigame with a randomized follow program for ghosts in the maze

EDUCATION

Western University: Candidate for Bachelor of Software Engineering Science   *Sep 2018 - Apr 2022*