

HARKIRAT SINGH

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SUMMARY

Third-year BTech (Hons.) student with a strong foundation in **Software Development, Web Development, App Development, UI/UX Design, Data Analysis, and IT Support**. Experienced in **Automation, Scripting, and Data-Driven Decision Making**. A quick learner with **problem-solving skills**, eager to contribute to a dynamic team during a **Summer 2025 Internship**.

TECHNICAL SKILLS

- **Programming Languages:** Python, C, C++, JavaScript, TypeScript, HTML, CSS
- **Web Development:** React.js, Next.js, Node.js, Express.js, Flask, Angular.js, Bootstrap, WordPress
- **Mobile Development:** React Native, Expo, Firebase Authenticator
- **Databases:** MongoDB, MySQL, PostgreSQL, Oracle, Microsoft SQL Server, Firebase Firestore
- **IT & System Tools:** Docker, Kubernetes, Jira, Visual Paradigm, Virtual Machines, Linux, Agile, Scrum, Kanban, Figma
- **Networking & Security:** Network protocols (HTTPs/TCP/UDP), Debugging, API security, Authentication
- **Scripting & Automation:** Python scripting, BeautifulSoup, Data parsing

PROFESSIONAL EXPERIENCE

Software Developer Intern – EPHEC

Brussels, Belgium | June 2024 – July 2024

- Selected to represent **Seneca Polytechnic** internationally as part of the **Faculty Led Program Abroad (FLPA)** at **EPHEC**, Belgium.
- Developed "**The Pisslin' Guide**", a restroom locator app, using **React Native**, **Expo Go**, and **Firebase**.
- Collaborated with a **diverse team** from **Belgium** and **Denmark**, achieving **second place** in a competitive project showcase.

Team Lead – Prince St. Pizza

Toronto, ON | Nov 2023 – Present

- Led a team of 15 employees, improving service quality and customer satisfaction for over **300 customers daily**, resulting in a **15% increase in positive feedback**.
- Managed **inventory** and optimized task coordination, reducing operational delays by **20%** and increasing efficiency.

EDUCATION

Honours Bachelor of Technology in Software Development – Seneca Polytechnic

Toronto, ON | Jan 2023 – Aug 2026 (expected)

- **Cumulative GPA: 3.8/4 (1x President's Honour List)**
- **Key Coursework:** Software Development, Cross-Platform App Development, Web Development, Object-Oriented Programming, Front-End and Back-End Development, Database Management, Project Management.

CS50x Introduction to Computer Science – Harvard University

Online | May 2022 – July 2022

- Completed foundational and intermediate coursework in **Scratch, C, Python, HTML, CSS, JavaScript, SQL, and Flask**.
- Developed "**Space Fighter**," a 2-D game using the **Pygame** library in **Python**, showcasing skills in object-oriented programming.

PROJECTS

Metropolitan Art Explorer | JavaScript, React, Next.js, Node.js, Bootstrap, Vercel | [Live Demo](#) | [GitHub](#)

- Developed a platform for exploring art and museum artifacts with **advanced search**, **favorites**, and **search history management**.
- Optimized app performance using **lazy loading**, reducing initial load time by **40%** and improving **user retention**.
- Deployed on **Vercel** for efficient hosting and **responsive design** across mobile and desktop.

Around the Globe | React.js, REST API, HTML5, Tailwind CSS, Vite, Vercel | [Live Demo](#) | [GitHub](#)

- Developed a dynamic website to explore countries worldwide using the **REST Countries API** for real-time country data.
- Implemented features like **country search**, **region-based filtering**, and **neighboring country navigation**.
- Optimized for **responsive design** across devices with a **light/dark mode** toggle for improved user experience.

The Pisslin' Guide | React Native, Expo, Firebase Firestore, Google Maps API | [GitHub](#)

- Developed an app that helps users **locate**, **rate**, **add**, and **review restrooms**, featuring an interactive map powered by **Google Maps API** and filters.
- Integrated **Firebase Firestore** for seamless **data storage**, **user authentication**, and **user reviews**, enhancing app functionality.
- Designed for **accessibility**, using **location-based proximity** to show the exact distance to the nearest restroom, ensuring convenience for travelers and daily commuters.

Space Fighter | Python, Pygame library, Random library, Math library, Pygame.mixer | [GitHub](#)

- Developed a **2D game** using **Python** and **Pygame**, featuring **real-time enemy movement** and **collision detection**.
- Utilized the **Random** library for dynamic enemy positioning and **Math** library for precise collision detection.
- Integrated **Pygame.mixer** for immersive **sound effects** and **background music**, enhancing gameplay experience.