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# Sukhjееvun Pangli

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I am a Computer Science graduate with a first-class degree and a keen interest in front-end development. My fascination with the inner workings of video games sparked my journey into this field. My core competencies are JavaScript, HTML, and CSS. My strong work ethic, whether I'm part of a team or working solo, has been key to my success in university. I am excited to bring my technical expertise and collaborative spirit to a forward-thinking organisation where I can continue to grow and make a positive impact.

## JUNE 2023 - PRESENT

- Completing a traineeship at IT Career Switch (Full-Stack Web Development).
- I assist [@SikhSinglesEvents](#) with social media management, event coordination, and customer engagement.
- Taking time to travel to places such as Canada, Spain, and India.

## EDUCATION

### De Montfort University, Leicester

OCTOBER 2020 - JUNE 2023

BSc (Hons) Computer Science, 1st Class

### Relevant Coursework / Projects

**Spotify playlist maker (React):** <https://jspanglez.github.io/jammin/>

A web application that lets the user browse the Spotify library, and allows them to add songs to a playlist that they can name. This playlist can then be saved to their Spotify account. Components use props to communicate with one another and a JavaScript module handles the logic for the Spotify API requests.

**Reddit Client (React):** <https://jspanglez.github.io/reddit-lite/>

An application that will allow users to view and search posts and comments provided by the Reddit API. Redux is used to manage the application's state, including fetching, storing, and updating posts from selected subreddits and tracking the current subreddit selection.

### **Online portfolio (HTML, CSS, JavaScript):**

<https://jspanglez.github.io/personal-portfolio/>

An online portfolio I built for myself using Vanilla JavaScript to manipulate the DOM. I have integrated the GitHub REST API into the website using JavaScript's Fetch API, leveraging Promises to handle asynchronous requests and responses, and dynamically creating and appending HTML elements to display GitHub repository information on the page.

### **2D platformer Development Project (HTML, CSS, JavaScript):**

<https://jspanglez.github.io/DKJS/>

This project is a JavaScript-based recreation of the classic arcade game “Donkey Kong” using the canvas element. It employs an Object-Oriented approach with separate classes for different objects. Developed in an Agile environment, I continuously integrated feedback from my supervisor. Jump physics and other mechanics were developed from scratch without the use of libraries or frameworks.

## **SKILLS**

- Experience in languages such as Java, Scala, Kotlin, and JavaScript.
- Proficient in database systems such as SQLite and MongoDB.
- Confident with using GitHub and familiar with Git Bash.
- Eagerness to learn and improve.
- Strong problem-solving skills and ability to work well in a team environment.

## **EXPERIENCE**

### **PDSA, Coventry – *Voluntary Customer Assistant***

OCTOBER 2017 – SEPTEMBER 2018

I gained customer service experience and responsibilities, including till operations, store cleanliness, restocking, and price updates, which pushed me out of my comfort zone.

## **REFERENCES**

Available on request