

Nivit Singh

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EDUCATION

University of Alberta

Bachelor of Science in **Computer Science**

- International Student Scholarship, International Country Scholarship

Edmonton, AB

Sep. 2021 – April 2025

EXPERIENCE

Software Developer Intern

May 2024 – August 2024

Colaberry

Boston, US

- Engineered a **CSV** analysis pipeline with **Python** and **OpenAI**, leveraging **Retool** to boost processing speed by 60%
- Developed a capability mapping tool using **Astro**, hosted on **AWS Amplify**, integrating dynamic node creation and interactive content pop-ups
- Created a **SQL**-based data transformation system with **OpenAI** integration, cutting manual processing by 70% and enhancing accuracy by 85%

Software Developer Intern

May 2023 – August 2023

DigiHunk Technologies

Delhi, India

- Developed a **React** e-commerce app using **Node.js** and **MongoDB**, enhancing the checkout flow and reducing page load times by 30%
- Engineered a real-time messaging system in **Flutter** with **Firebase**, enabling instant notifications and boosting user interaction
- Built **RESTful APIs** using **Django** and **PostgreSQL** for a chat app, reducing message delivery time by 60%
- Enhanced UI/UX through **Figma**, utilizing advanced design and prototyping techniques to optimize user experiences

PROJECTS

Disaster Watch | *React, Express.js, Claude 3, Bedrock*

[Github](#)

- Created a web application to verify disaster-related information using **Logistic Regression** and **Retrieval Augmented Generation (RAG)** as part of a team
- Implemented an SOS Chat Bot with **NLP** and a dynamic disaster impact map using **Mapbox**
- Used **AWS Bedrock** to deploy a **LLM** for generating comprehensive disaster reports and prompt engineering
- Won 3rd Place** at the AWS Wildfire Solution Hackathon, Edmonton, July 2024

NexZones | *TypeScript, Next.js, Vite, Rete.js, Django, Docker, CyberaRAC*

[Github](#)

- Collaborated with a team to develop a **visual novel game framework** with an integrated video editor, custom asset management system, and scene-based visual scripting system
- Enhanced frontend responsiveness using **TypeScript**, **Rete.js** for node-based scripting, and **Vite** for efficient bundling and hot reloading
- Built on an open-source **Vue 3** video editor, implementing draggable attributes, media import/export, and utilizing **FFmpeg** for video processing
- Set up a deployment pipeline with **Docker**, **CyberaRAC**, and **GitHub Actions**

SkySync | *React, Leaflet, Bootstrap*

[Github](#)

- Engineered an interactive weather application using **React** for real-time geospatial weather data visualization
- Integrated **Leaflet** for geospatial mapping and **Chart.js** for dynamic temperature charts
- Implemented user-centric features like city autocomplete using **Google Places API**
- Utilized **Bootstrap** for responsive design, **Axios** for asynchronous HTTP requests, and **jQuery** for DOM manipulation

TECHNICAL SKILLS

Languages: Python, C++, C, Java, C#, HTML, CSS, XML, SQL, JavaScript, TypeScript, Julia, Kotlin, GraphQL

Technologies: React, Firebase, Django, Flutter, Node.js, Angular, Next.js, Astro

Developer Tools: Git, Docker, Google Cloud Platform, VS Code, PyCharm, IntelliJ