

Mangat Toor

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EDUCATION

British Columbia Institute of Technology

Diploma of Computer Systems Technology

Burnaby, BC

Sep. 2022 – Dec. 2024

University of British Columbia

Bachelor of Science, Biophysics

Vancouver, BC

Sep. 2016 – Apr. 2019

EXPERIENCE

Junior Software Developer

Reva Solutions

May. 2023 – Dec. 2023

Vancouver, BC

- Developed interactive widgets within ServiceNow.
- Implemented functionality to connect Box storage, facilitating seamless file transfer between local and cloud environments.
- Integrated widgets with Box service status API to provide real-time updates.
- Translated client requirements into demo presentations and finalized products.
- Conducted thorough testing of components to ensure reliability and performance.
- Collaborated with technical staff to troubleshoot and resolve issues promptly.
- Created comprehensive documentation for developed components and processes.
- Technologies used: JavaScript, React, Angular, nodeJS, Java, ServiceNow

Junior Software Developer (Volunteer)

openBC

Sep. 2023 – Present

Vancouver, BC

- Developing a dynamic, responsive website with Next.js and Tailwind CSS, improving user experience.
- Using Jest for unit and integration tests to increase code reliability and reduce bugs.
- Employing Python for web scraping Airbnb data for market trend analysis and user behavior research.
- Communicating with stakeholders like BC Government and City of Vancouver officials to discuss strategize, solutions and issues.
- Technologies used: Next.js, Typescript, Python, Scrapy

INDUSTRY PROJECTS

PDS Data Optimization | *NextJS, Typescript, Flask, LLM*
City of Vancouver Vancouver, BC

Sep. 2023 – Present

- Developing a dynamic, responsive website with Next.js and Tailwind CSS, improving user experience.
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PROJECTS

Garaage | *Flutter, Google Gemini API, ARCore, Firebase*

Feb. 2024 – Present

- Developed a mobile app for vehicle diagnostics using Flutter, Google Gemini API, and ARCore for the Google Gemini API Developer Competition 2024.
- Integrated OBD2 scanner for real-time diagnostics, providing users with detailed maintenance reports and recommendations.
- Implemented AI-powered chatbot for interactive assistance and ARCore for augmented reality vehicle component identification.
- Leveraged Firebase for user authentication and real-time data management.

Baaj | *React.js, Node.js, TailwindCSS, Python, Flask, YOLOv8, TensorFlow Lite*

Jan. 2024 – Present

- Developed "BaaJ," an AI-powered vision system to enhance passenger experience and optimize airport operations at YVR, winning 1st place at the YVR Smart Airport Hackathon 2024.
- Implemented machine learning models for real-time passenger tracking, spill detection, and maintenance monitoring using security cameras.
- Utilized YOLOv8, TensorFlow Lite, and Raspberry Pi for AI and edge computing integration.
- Collaborated in a team, leveraging Git for version control and adhering to Agile methodologies.

Ōra | *Next.js, TailwindCSS, MongoDB, and OpenAI GPT-3.5* Jan. 2024 – Present

- Developed "Ōra," an AI-powered time management web application for QDS Hacks 2024, securing 3rd place.
- Implemented personalized task scheduling, course/task management, and AI chatbot integration to enhance student productivity.
- Utilized Next.js, TailwindCSS, MongoDB, and OpenAI GPT-3.5 for building core features like calendar visualization and AI-driven recommendations.
- Collaborated in a team, utilizing Git for version control and adhering to Agile principles.

AI Bot for Abalone Game | *Python, Pygame* Jan. 2024 – Present

- Developing an intelligent AI bot capable of navigating and making strategic decisions in the Alone game environment
- Implemented algorithms like A*, Minimax, and AC3 for optimal AI search strategies
- Utilizing Pygame for game development and integrating AI functionalities using Python
- Collaborating effectively in a team of 4, employing Git for version control and adhering to Agile development principles
- Leveraging tools like Trello for sprint planning and task tracking, and utilizing Figma for designing game UI/UX

Notes | *Typescript, React, Firebase, Firetore* Jun. 2023 – Present

- Developed a full-stack web application using with Flask serving a REST API with React as the frontend
- Implemented GitHub OAuth to get data from user's repositories
- Visualized GitHub data to show collaboration
- Used Celery and Redis for asynchronous tasks

Timetable on Steroids | *JavaScript, Firebase, Bulma* Sep. 2022 – Dec. 2022

- Created a timetable for students to keep track of course deadlines
- Users can create assignments and create and join groups users have created
- Utilized technologies include HTML5, Bulma, JavaScript, FireBase
- As a team of 3, used GitHub and Agile methodology to collaborate
- Used Trello boards and Figma to plan out Agile sprints

TECHNICAL SKILLS

Languages: Java, Python, C, SQL (MySQL), JavaScript, Typescript, HTML/CSS, R, Dart, Kotlin

Frameworks: React, Node.js, Jest, JUnit, Material-UI, Angular, Flutter

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

Libraries: pandas, NumPy, Matplotlib