Adrien Pringle

1B Computer Engineering | University of Waterloo 2024 | 20821089

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Summary of Qualifications

- 3 years self-taught experience in Python, Java, Javascript/HTML/CSS, and Arduino. Additional experience in Swift, and C++
- Experience using Node.js, React and Firebase to make responsive and performant web apps
- Relational databases using MySQL
- Version control using Git/Github

- Native French speaker
- Knowledge of layout and functions in Microsoft Excel, Word and Powerpoint
- Graphic design skills in Adobe Photoshop, Illustrator and Inkscape
- Ontario G2 licence holder, currently working on G
- Always eager to learn new skills and technologies

Paid Work and Experience

Database Developer - Bike Energy Lab Ltd. - *Hong Kong*   *March 2020 - May 2020*

- Designed the architecture for a MySQL database to store anthropometric data of customers
- Wrote Python scripts to automate the migration of data for over 500 customers from Excel files
- Applied statistical methods to analyse population data and improve customer-product matching
- Created a user-friendly web app to interface with the database through an API built using Node.js, and tested using Postman

Teaching Assistant - Canadian International School of Hong Kong - *Hong Kong*   *January 2020*

- Supervised and ensured the safety of children aged 5 to 12 so that classes ran smoothly
- Acted as a role model and assisted children with individual needs to create a supportive and fun environment

Game Development Club President   *September 2017 - August 2019*

- Took initiative to found and run the club out of a passion for playing and designing video games, successfully acting as president for 2 years and ensuring its longevity after my graduation
- Displayed management and collaboration skills as lead developer of a 12 member team to complete a video game inspired by chess
- Developed competency in web development (JS/HTML/CSS), version control (Github), and game design

Lilypad Reading Programme Contributor and Mentor   *December 2016 - August 2019*

- Planned lessons and created materials for weekly Grade 1 reading sessions to create a fun programme that enriched students' English language comprehension and speaking ability
- Had a direct positive impact on several students' reading proficiency as a volunteer mentor.

Projects

Trashbot - Smart Recycling/Garbage Can   *July 2017 - November 2018*

- Worked in a small team to add trash detection and data collection functionality to a smart garbage can.
- Wrote tutorials for Arduino programming and other related technologies, enabling new members to be productive
- Used diverse tools including Arduino boards and Raspberry Pis interfacing with WIFI modules, RFID readers, and cameras

Trashmaran - Harbour Cleanup Robot (Innovation Week Project)   *November 2018*

- Demonstrated effective teamwork and organisational skills by completing a succeeful prototype under a stressful 3 day timeline
- Safely operated machinery including circular saws, bandsaws, and a drill press, and gained experience soldering

Warp Duels - Solo Developed Game on OSX   *October 2016 - February 2017*

- Self taught Swift, and improved on UI/graphic design skills to create a polished user experience.