# Amar Jasarbasic

Software Engineer (CO-OP)

amarjasarbasic@gmail.com
613-265-4891
www.github.com/AmarJ
www.linkedin.com/in/amarjasarbasic

## Education

### BASc Software Engineering (GPA: 3.7 [A-])

University of Ottawa

*2016 – Present* *Ottawa, Ontario*

*Involvement*

- VP of Academics at the IEEE Ottawa Student Branch
- University Waterpolo team

### Ontario Secondary School (Gifted Program)

Lisgar Collegiate Institute

*2012 – 2016* *Ottawa, Ontario*

*Involvement*

- Founder of the Lisgar Engineering Club
- DECA business competition

## Work Experience

### Design Verification Engineer (CO-OP)

NXP Semiconductors

*05/2017 – 08/2017* *Ottawa, Ontario*

*(Upcomming)*

## Volunteering

### Head of Lego Robotics divison

IEEE Ottawa Robotics Competition

*2016 – Present*

*Tasks/Achievements*

- Supervised six volunteers and determined the team's tasks for this year's upcoming competition
- Coordinated and led team meetings
- Communicated in a professional manner by email with supervisors, volunteers, and participants

### Founder of Lisgar's Engineering Club

Lisgar Collegiate Institute

*2015 – 2016*

*Tasks/Achievements*

- Organized Lisgar's first Arduino Robotics team that competed at the Ottawa Robotics Competition
- Acquired funding from the school to purchase two Arduino robots for the club
- Arranged for the CTO of a medical devices company to come in as a guest speaker and share his knowledge and expertise in the field computer science and biomedical engineering to the Engineering club

### Competition Judge

IEEE Ottawa Robotics Competition

*2014 – 2015*

*Tasks/Achievements*

- Monitored and graded the design, execution and written reports of Lego NXT robot teams

## Technical Skills

Java, C++, Python and JavaScript

Git, Linux, Eclipse, Apache Tomcat

## Projects

### Kaptur

- Kaptur digitizes hand drawn art, diagrams and signatures. Snap a picture of your hand drawn creation and run it through Kaptur to convert your drawing into a digital vectorerd image.
- Designed a graph theory model that overlays an image with a graph in which every pixel is a graph node.
- Implemented an efficient "graph cut" algorithm that segments the image into separate graphs for foreground and background.
- Working with my Univeristy professor to apply Kaptur to the field of computer vision for image recognition.

### Arduino Robot

- Incorporated Dijkstra's algorithm in order for an Arduino robot to find the most efficient path in an obstacle course challenge

### Desktop games

- Java: Created a 2D desktop game called Gate Keeper (www.github.com/AmarJ/Gate-Keeper)
- C++: Built a 2D desktop game using the Allegro game library (https://github.com/AmarJ/Field-Chase)

### Project Euler

- Designed and implemented functions that solved complex mathematical/computer programming problems from ProjectEuler.net

## Awards and Achievments

1st Place at University of Ottawa Software Engineering Startup Pitch Competition (11/2016)

*University of Ottawa*

- Uzer app (www.uzer.ca) was judged by a panel of three startup CEOs from the L-SPARK accelerator program (www.l-spark.com)
- Uzer is a Wi-Fi sharing application that lets home owners and business owners monetize their Wi-Fi (https://github.com/uzerapp/uzerapp.github.io)

Deloitte Change-maker Scholarship (06/2016)

*Deloitte Canada*

University of Ottawa admission Scholarship (02/2016)

*University of Ottawa*

## Interests

Player on Waterpolo Team

*University of Ottawa*

Lisgar Improv Team

*Bronze at Canadian Improv Games (Citywide) performed at National Arts Center in front of 300+ people*

Scuba Diving

*PADI Advanced Open Water Scuba Diving Certification*