AMAR JASARBASIC

SOFTWARE ENGINEER

CONTACT

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LANGUAGES

C
C++
Java
Python
Perl
Javascript
HTML/CSS

TECHNOLOGIES

Git
Tensorflow
jQuery
Vim
OpenCV
Firebase
Google Cloud Platform
AWS: EC2, EBS, S3, Elastic Beanstalk

AWARDS

1st Place Software Engineering Startup Pitch Competition for uzer.ca
uOttawa - November 2016

Deloitte Changemaker Scholarship
Deloitte Canada - May 2016

Admission Scholarship
uOttawa - May 2016
May 2017

EXPERIENCE

NXP Semiconductors *May-August 2017*
Design Verification Engineer (Co-op) *Ottawa, Ontario*

- Developed embedded software in C and C++ for the LX22160 network processing SoC
- Designed and implemented a tool in production that extracts comments from my team's source code and generates an interactive web application to display the software's documentation for NXP customers

EDUCATION

University of Ottawa *2016-Present*
BASc Software Engineering (GPA: 3.7 [A-]) *Ottawa, Ontario*

- Men's Waterpolo Team
- VP Academic for IEEE Ottawa Student Branch
- Founding member and sponsorship for uOttaHack hackathon

Lisgar Collegiate Institute *2012-2016*
Ontario Secondary School (Gifted Program) *Ottawa, Ontario*

- Founder of the Lisgar Engineering Club
- Extended French program (DELF B2)

PROJECTS

Kaptur GitHub

Kaptur uses machine learning to identify logos present in social media images

- Trained a convolution neural network on a data set with 27 different logo classes
- Applied data augmentation techniques (flips, random crops, color jittering and lighting noise) in order to turn a 810 image data set into 200,000 training images

Darknet Neural Network Framework (Open source) GitHub

Open source neural network framework written in C and CUDA by Joseph Redmond

- Boosted performance when detecting objects in a large batch of images by implementing multi-threading for network predictions and load-balancing among threads

GraphCut GitHub

GraphCut extracts the foreground of an image using graph theory

- Implemented Boykov-Kolmogorov's Min-Cut/Max-Flow algorithm in order to segment foreground pixels from background pixels in an image