Aryan Gidwani

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EDUCATION

University of Toronto — Toronto, ON
Bachelor of Applied Science in Computer Engineering — *Sep. 2023 – Apr 2027*

The Woodlands Secondary School — Mississauga, ON
Enhanced Learning Program — *Sep. 2019 – Jun 2023*

EXPERIENCE

Human Power Vehicle Design Team — Sep 2023 – May 2024
University of Toronto — *Toronto, ON*
- Designed adjustable mounts for aircraft wing modifications
- Participated in meetings with lead executives to discuss the project and associated timelines
- Used tools such as the drill press, band saw, and hole saw to build adjustable mounts

Math and English Tutor — Sep 2019 – Mar 2020
Kumon — *Mississauga, ON*
- Tutored students in math and english concepts, helping them build confidence and achieve academic success
- Topics included arithmetic, calculus, optimization, reading comprehension, and writing
- Monitored and assessed students' progress regularly, providing constructive feedback and support

PROJECTS

Personal Website | *HTML, CSS, Javascript, VS Code* — Jun 2024 – Jul 2024
- Developed a personal portfolio using HTML, CSS, and Javascript
- Utilized Flexbox HTML techniques to create a dynamic and flexible layout, ensuring efficient use of space and alignment of elements
- Designed a responsive website that seamlessly adapts to various screen sizes, ensuring optimal user experience

Reversi | *C, VS Code* — Apr 2024 – Apr 2024
- Developed a game of Reversi using C on VS code
- Programmed an algorithm which determines the best available move for the computer based on the moves made by the user
- Determined availability and validity of user-inputted moves

Pacemaker Data Analyzer | *Python, VS Code* — Feb 2024 – Feb 2024
- Developed an application using Python that analyzes data from a pacemaker, capable of detecting heart irregularities and low battery levels
- Obtained pacemaker data from large datasets in order to filter out noise and outliers, enhancing reliability of analysis results
- Executed user interface testing to validate the app's usability and functionality of interactive elements like buttons, menus, and data visualization tools

Employee Management System | *Java, Eclipse* — Feb 2023 – Jun 2023
- Programmed back-end and Graphical User Interface for an employee management system using Java
- Implemented a functional stack and queue system using basic LIFO and FIFO principles
- System capabilities include adding, removing, and modifying employee profiles, as well as specifying employee attributes such as salary and experience

TECHNICAL SKILLS

Languages: Java, Python, C, JavaScript, HTML/CSS, SQL, MATLAB
Frameworks and Tools: React, Git, Object-oriented programming, Algorithms, Data Structures, GUI, Software Testing
Developer Tools: Git, VS Code, PyCharm, Eclipse