Aryan Gidwani

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Education

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

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

Basketball Video Game | *Verilog, Quartus Prime* Oct 2024 – Nov 2024

- Designed a basketball video game using Verilog on the Altera DE1-SOC board and Quartus Prime software
- Implemented game functionality with flip flops, registers, slow counters, seven segment displays and finite state machines
- Created responsive video game graphics using a VGA adapter and integrated user input for gameplay

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

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

Courses

Calculus I, Calculus II, Calculus III, Introductory Electronics, Digital Systems, Computer Fundamentals, Programming Fundamentals, Linear Algebra

Technical Skills

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