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

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

Kumon

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: 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