

Avid Eslami

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EDUCATION

- **University of Toronto** Toronto, CA
Bachelor of Applied Science in Computer Engineering *Sep. 2021 – Present*
- **Alexander Mackenzie High School** Toronto, CA
High School Diploma, IB Math + IB Physics *Sep. 2017 – Mar. 2021*

PROGRAMMING SKILLS

Languages: Python, C/C++, C#, HTML, JavaScript, MATLAB

Technologies: Git, React, Bootstrap, Node.js, Unity, MLAPI, Numpy, RPIO

EXPERIENCE

- **Arshvid Technology** Toronto, CA
Software Engineer *Dec. 2020 - Aug. 2021*
 - **Green House Controller:** Developed a green house control system which allowed for remote monitoring and actuation of systems functioning within the greenhouse.
 - * **Front-End:** Developed using React.js and Bootstrap. Displayed status conditions on the various elements of the greenhouse ranging from sump pumps to alarms.
 - * **Back-End:** Developed using Python on a Raspberry Pi. Monitored 'General Purpose Input/Output' pin voltages to determine status of greenhouse operations, or activated certain pins based on requests sent from the front-end.
- **Listen Now** Toronto, CA
Web Developer *May. 2021 - Jun. 2021*
 - **Public Website:** Designed an informational website for Listen Now using HTML, CSS, and JavaScript in accordance to requests from the owner: <https://listennow.ca>
- **Noodle Games** Toronto, CA
Game Developer *Dec. 2021 - Jan. 2022*
 - **Crusher's Proof of Concept:** Created a working proof of concept for an upcoming mobile game. Game was developed using C# in Unity to demonstrate the concepts of the game and run tests to determine multiplayer capabilities through MLAPI simulations.
- **SkateScribe** Toronto, CA
Research Assistant *Jul. 2022 - Aug. 2022*
 - **End Mill Testing:** Developed a testing framework to gather data on improving the surface finish of blades sharpened on the SkateScribe mill. Testing involved modifying spindle RPM and feed rate to assess the resulting differences in performance. Researched differences between mill waviness and roughness to determine methods of comparison. Assessed bugs in the SkateScribe interface and path algorithm.

SOFTWARE PROJECTS

- **Ship Mayhem:** Video game made using C# in Unity featuring nonstop smooth movement with simple rules and enemy AI for collision avoidance and unique movement patterns.
- **League of Legends Icon Finder:** Web-app made using React.js to retrieve player data from the Riot API. Using the acquired JSON an icon code can be extracted and used to outsource and display an image of the players icon.

LEADERSHIP EXPERIENCES

- **First Robotics Club - CAD Lead:** Demonstrated and taught the First Robotics Competition team at Alexander Mackenzie High School how to use the Onshape CAD software.
- **Science Club - Coleader:** Coordinated experiments and demonstrations for science club members in accordance with the availability of a chemistry teacher at Alexander Mackenzie High School.
- **Praxis 2 Design Course:** Took a leadership role during the Praxis 2 design project by coordinating the team and creating outlines for next steps in addition to deadlines allowing for efficient workflow under strict timelines.