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/Github, React, Unity, MLAPI, Bootstrap, Numpy, RPIO, Node.js

Experience

- **Arshvid Technology** — Toronto, CA
  Software Engineer — *Dec. 2020 - Aug. 2021*
  - **Green House Controller**: Programmed a remote green house control system which allowed for easy 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 - May. 2021*
  - **Front-End Public Website**: Designed the website for Listen Now using HTML, CSS, and JavaScript with reference to a template: 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 basic concept of the game and run tests to determine multiplayer capabilities through MLAPI simulations.
- **SkateScribe** — Toronto, CA
  Research Assistant — *Jul. 2022 - Aug. 2022*
  - **Mill Testing**: Modified spindle RPM and feed rate to assess and optimize the SkateScribe mill's performance. Researched differences between mill waviness and roughness to determine methods of comparison. Assessed bugs in the SkateScribe interface and algorithm.

Software Projects

- **Ship Mayhem**: Video game made using C# in unity featuring nonstop action with simple rules and enemy AI.
- **League of Legends Icon Finder**: Web-app made using React.js to retrieve and display data from the riot API.
- **Personal Website**: website made using HTML, CSS, and JavaScript.

Leadership Experiences

- **First Robotics Club - CAD Lead**: Responsible for learning and distributing knowledge of the Onshape CAD software, to the FRC team at Alexander Mackenzie High School.
- **Science Club - Coleader**: Coordinated events 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. Coordinated the team and created outlines for next steps in addition to deadlines allowing for efficient workflow under strict timelines.