

Claudius Marco Andrew

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Education and Awards

International College of Manitoba (ICM) University of Manitoba (UofM), B.Sc. in Computer Science	<i>September 2023 – 2024</i> <i>September 2024 – 2028</i>
<ul style="list-style-type: none">• GPA: 3.5• Awards: MCIE International Student Awards, ICM Inspiring Leader Award, Undergraduate Entrance Scholarship	

Work and Leadership Experience

Human Computer Interactions Lab (HCI Lab), UofM <i>Research Assistant</i>	<i>May 2025 – June 2026</i>
<ul style="list-style-type: none">• Researched and designed remote robotic control interfaces to improve navigation and operator performance.• Collaborated with professors to develop teleoperation interfaces that reduced cognitive load through user centered design.• Authored lab robot setup to standardize configuration and hardware integration for future HCI researchers.	
PERMIKA Nasional (International Indonesian Student Association in Canada) <i>September 2024 – October 2025</i> <i>Secretary</i>	
<ul style="list-style-type: none">• Facilitated meetings and kept records to ensure smooth communication within the organization.• Coordinated with government bodies and official documents to support organizational operations.	
International College of Manitoba, Cultural Ambassador Manager <i>Student Leader Manager</i>	<i>December 2023 – January 2025</i>
<ul style="list-style-type: none">• Advocated for international students by promoting inclusivity and representation in student programs and leadership roles.• Led a team of 20+ leaders alongside college faculty to organize cultural events, increasing engagement by 30%.	

Projects

HCI User Centered Robot Control Interfaces <i>ROS, Python, Figma, Java</i>	<i>May 2025 – Present</i>
About: Developed a ROS-based Python teleoperation interface combining control and visual feedback systems to study operator performance and human robot interaction with the Clearpath Jackal Robot.	
<ul style="list-style-type: none">• Developed a ROS-driven Python interface combining multiple driving modes to study and improve operator precision and awareness in teleoperation tasks.• Centralized motion control, camera feedback, and remote network systems into one ROS interface, unifying teleoperation and enabling the study of operator behavior across different interface designs.	
WeConnect - DevHack 2025 <i>React, HTML, CSS, JavaScript</i>	<i>March 2025</i>
About: AI networking assistant helping users plan effectively timed follow-ups for post-event connections.	
<ul style="list-style-type: none">• Led frontend design in React, shaping OpenAI API data through user-centered interfaces.• Collaborated with backend developers to integrate Node.js and PostgreSQL systems, ensuring smooth data flow.	
Ash's Final Exam, Speed Typing Game - CSSA Game Jam 2024 <i>Unity, C#</i>	<i>November 2024</i>
About: Created a narrative driven typing game to raise awareness of academic stress and mental wellness.	
<ul style="list-style-type: none">• Created gameplay systems for word generation, scoring, and real-time feedback in Unity.• Implemented timers and tracking logic to enhance pacing and player engagement.	

Skills

Languages: React, JavaScript, HTML, CSS, Java, C++, Python, ROS, Arduino, R, Processing, MySQL, PHP
Software: Linux, Ubuntu, VirtualBox, Figma, Unity, Unreal Engine, Adobe Photoshop, After Effects