

# Claudius Marco Andrew

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## Education and Awards

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

## Work and Leadership Experience

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

## Projects

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

## 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