**Rishabh Singh**

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Carleton University  
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**AVAILABILITY:** Available for 4 or 8 months from May 10nt 2015

**EDUCATION:**

**Third Year Student**

B.Eng. Computer System Engineering Co-opSeptember 2013 - Current

Carlton University, Ottawa

Approximate Date of Completion May 2018.

CGPA 8/12, Grade B.

Received an entrance scholar ship at Carleton University

**TECHNICAL SKILLS, EXPERIENCE AND ACCOMPLISHMENTS:**

* **Java (Object Oriented)**: Used java for object orientation assignments. Understanding of methods, constructors, classes, overloading, polymorphism, inheritance and GUI. These skills were used in creating games called Othello and TicTacToe.
* **Html5**: Familiar with basic concepts of html such as tags and also linked CSS and JavaScript to the webpage that was developed from html. Experienced with approximately 20 tags and still learning. (Used sublime text 2 as text editor).
* **CSS**: Used CSS to style the webpage which was developed using html5. Also experienced bootstrap to style with CSS. (Used sublime text 2 as text editor).
* **JavaScript**: Highly experienced with JavaScript, Node.js was used in conjunction with sublime text 2 to use JavaScript console. Overall, to develop the webpage html5, CSS and JavaScript, sublime text 2 and Node.js were used.
* **JQuery**: Used JQuery to add some functionality to the webpage developed from html5, CSS and JavaScript.
* **Unit testing**: Tested single source code unit, typical classes, and packages. Familiar with regression testing, test automation and testing tools such as xUnit and JUnit. Used unit testing while developing a game in java and during the lab assignments to check for any errors in classes and methods.
* **C**: Used language C to learn Pointers, Linked List, Stacks and Queues, arrays, dictionaries and data management.
* **Python**: Programme basic code in python. Experienced with types, functions, tuples, image processing, lists, sets, and dictionaries.
* **MATLAB**: Used MATLAB to solve matrices and design basic code.
* **Linux**: Basic understanding of Linux, learned throughout Linux workshop hosted by IEEE (Institute of Electrical and Electronics Engineers).
* Proficiency in MS Office: Word, Excel and PowerPoint, Internet navigation.

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**COMMUNICATION SKILLS:**

* Excellent presentation kills acquired from the course CCDP 2100 (Communication skills for Eng.), where a group presentation had to be given about the chosen patent. Purpose of the presentation was to explain the project and principles to non-engineers in way they could relate and understand.
* Strong written skills, acquired from writing Engineering reports for ECOR 1010 (Intro to Eng.), PHYS 1003 (Photonics) and Electromagnetism and wave motion

**ENGINEERING AND PROGRAMMING PROJECTS:**

**September 2014 -November-2014**

* PTC Creo (program for 2D and 3D modelling) was used in this project to improve the current design of aerodynamic objects. Used most of the common and basic tools while modelling the design. These tools included trimming tools, dimensional tools.
* A sample website built to demonstrate basic knowledge of a java front end developer <https://github.com/rishsingh/super20Canada> (html5, CSS, JavaScript, and JQuery).
* Website link for all my projects on Java. The following link contains source code for my the game called Dicegame, TictacToe, and Othelo: <https://github.com/rishsingh/My_Games>

**WORK EXPERIENCE:**

**Stacked Merchandise**

**Almag Aluminium Inc. - Brampton, ON** June-2014

* Experienced the work in industries and factories.
* Learned safety rules such as WHMIS and learned how to read MSDS data sheet
* Worked with aluminium items and used correct ways to handle the materials

**Machine Operator**

**Nailor Industry Inc. - Toronto, ON** May-2014

* Used construction tools to drill into sheets of metals.
* Worked in a team with other students and adults. Learned effective communication skills while working with team leaders and supervisors.
* Used handy tools such as saw, drill and hammer.

**VOLUNTEER EXPERIENCE:**

* Currently volunteering at Carleton IEEE (Institute of Electrical and Electronics Engineers) and helping other students with their questions related to engineering problems.
* Volunteered at IEEE Student Professional Awareness Conference (SPAC) 2015 and introduced students to the employers via networking.

Professional References Available On Request