



MECHATRONICS STUDENT – CAPTIVATED LEARNER – ASPIRING ENTREPRENEUR

LANGUAGES

C++
HTML
CSS
JavaScript
Git
Ruby
jQuery
Arduino
Visual Basic 6.0

TOOLS

AutoCAD
SolidWorks
Microsoft Office
Xcode
DEV C++
SourceTree
Bootstrap
GitHub
Illustrator

EDUCATION

MECHATRONICS ENGINEERING

UNIVERSITY OF WATERLOO
CLASS OF 2019

INTERNATIONAL BACCALAUREATE

GLENFOREST S.S.
CLASS OF 2014

ONGOING VENTURES

QUADCOPTER

Building a quadcopter using an
MPU-6050 and open-source flight
software

ARDUINO

Constructed several breadboard circuits
Experience with soldering projects
Strong knowledge of the Arduino
language and hardware

CONTACT

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EXPERIENCE

WEB DEVELOPMENT INTERN, TURNKII (EIT) (JUNE 2014 - AUGUST 2015)

- ❖ Front-End web development with HTML, CSS and JavaScript + jQuery
- ❖ Developed several responsive interfaces for TurnKii's service
 - Issue reporting and work order requests
 - Onboarding tour for new users
- ❖ Investigated SEO techniques such as landing-pages and key-word optimization to maximize user access

IOS SOFTWARE TESTER, THINKDIRTY® (EIT) (MAY - JUNE 2015)

- ❖ Programmed fixes for bugs and crashes using Objective-C and Xcode
- ❖ Tested iOS app for bugs, crashes and (UI-UX) optimization
- ❖ Regularly used Git to initiate commits and pull-requests

ENTREPRENEUR IN TRAINING, CONRAD CENTRE (MAY - AUGUST 2015)

- ❖ Interned at two technology based start-ups (ThinkDirty and TurnKii).
- ❖ Worked in a fast-paced atmosphere
- ❖ Attended UI-UX and marketing workshops, while garnering experience with creating a successful start-up.

PROJECTS

PERSONAL WEBSITE, HTML + CSS (2015)

- ❖ Designed and implemented scalable vector graphics to optimize resources
- ❖ Proficient in applying HTML, CSS and JavaScript to create responsive and fluid webpages
- ❖ Implemented SEO strategies to increase the PageRank of the webpage

AUTONOMOUS GRAB AND RETRIEVE ROBOT, C (NOVEMBER 2014)

- ❖ Designed and programmed an autonomous Lego Mindstorms robot while implementing the use of various sensors and 3D printed components
- ❖ Hypothesized and evaluated various Mechanical design implementations to optimize sensor attachment, chassis design and object detection

HYDROGEN FUEL CELL CAR, C (NOVEMBER 2014)

- ❖ Programmed and debugged a line-following Hydrogen Fuel cell car using C++ while ensuring efficient power consumption

PINBALL GAME, VISUAL BASIC 6.0 (2012)

- ❖ Problem solved various challenges such as accurate paddle function and collision detection
- ❖ Implemented several revisions to constantly improve the game