Aaryan Dhand

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Education

Bachelor of Science in Software Engineering **09/2022 - 04/2027**
Schulich School of Engineering, University of Calgary ***Current GPA:*** *3.43/4.0*
Awards*: Jason Lang Scholarship, Suncor Energy Dependant Scholarship (x4)*
Relevant Courses*: Data Structures and Algorithms, Full Stack Development, Computer Organization, Object Oriented Programming in Java, Programming Fundamentals in C and C++, Data Management Practices*

Skills

- Languages: C | C++ | Python | SwiftUI | SQL | Java | HTML | CSS | Dart
- Experience with: React | Flutter | Figma | Firebase | Git | Fusion 360 | PrusaSlicer | Arduino | Raspberry Pi | Pandas | SKlearn
- Frontend | Backend | Full-Stack | Databases | Practical Data Structures and Algorithms
- Leadership | Teamwork | Problem solving | Adaptability

Experience

Software Developer | Flutter, Dart, Figma, Raspberry Pi, Git, Full-Stack, Problem Solving **08/2023 - Current**
AC Robotics, Calgary, AB

- Seamlessly integrated a proprietary bionic arm with an in house app developed in **full-stack** with **Figma**, **Flutter,** and **Dart** in tandem with **Git**
- Designed and tested app integration with photodiode sensors in order to track blood oxygen levels and heart rate
- Tracked electrical signals sent during intentional muscle flexion through EMG electrodes through **Raspberry Pi** I/O

Front End Courtesy Clerk | Leadership, Adaptability, Problem Solving **07/2021 - 12/2023**
Safeway Canada, Calgary, AB

- Took **leadership** roles and delegated tasks to ensure completion within constrained time
- Utilized product placement knowledge within the store to assist customers with finding items they need.
- **Adapted** with different weather environments to demonstrate excellent **problem solving** skills in tough situations

Projects

Arduino-controlled Retro Game Console | Arduino, C++, Fusion360, PrusaSlicer

- Utilized **Arduino** UNO processor as framework to build a retro video game console in a collaborative group setting
- Used **C++** and **Arduino** IDE to plan, test, and build a recreation of the classic game 'PONG' that functions on the console
- Console parts designed in **Fusion360**, sliced and printed using **PrusaSlicer**

Arduino-controlled Automated Garden | Arduino, C++, Fusion360, PrusaSlicer

- Planned, designed, tested, and build an **Arduino** based automated garden with day-night cycle and automated watering in an ethical and cost effective manner
- Utilized moisture sensors in tandem with watering pumps to integrate a watering cycle that intelligently detects when the plant needs watering
- Increased efficiency by 10% on specific timed code with **C++** that sent signals to the lightstrip on when to turn on or off, effectively creating a day and night cycle
- Designed parts in **Fusion360**, sliced and printed using **PrusaSlicer**

The War Card Game App | SwiftUI

- Built an iOS app based on the classic card game 'War' using **SwiftUI** and the iOS simulator
- Worked with different 'views' in order to build different components that are all called into the main view

Intelligent Workout Tracker | SwiftUI, Firebase, databases

- Using **SwiftUI** and **Firebase** to build an intelligent workout tracker that tracks sets, reps, rest time, sets, and historical improvement or deteriorations in progress
- Integrates various exercises using the ACE fitness **database** in order to effectively represent what matches users needs
- Seamless integration with iOS Health app, with Apple Watch support in development