

Emmett Tan

Computer Engineering

<https://emmetttan.github.io/>

TECHNICAL SKILLS

Programming	Software/OS	Hardware and Tools Experience
<ul style="list-style-type: none">• C• C++• Java• Javascript• VHDL	<ul style="list-style-type: none">• Eclipse• Xcode• Quartus II• Subversion• Git	<ul style="list-style-type: none">• Altera FPGAs• Microcontrollers• Multimeters• Oscilloscopes• Soldering Irons

ACADEMIC & CO-OP STATUS

Academic Program	<ul style="list-style-type: none">• University of British Columbia <i>Bachelor of Applied Science - Computer Engineering Software Option</i>• 5 of 8 academic terms completed• Anticipated date of graduation: May, 2017
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WORK EXPERIENCE

Vanrx Pharmsystems Inc. Systems Engineering Intern	January 2015 - August 2015
<ul style="list-style-type: none">• Built a robot automation control interface to allow easy rapid prototyping• Assisted R&D with setting up and testing concepts for machines in development• Setup vision system and calibrated cameras to detect missing vials	
Idea Rebel Mobile Developer Intern	July 2014 – August 2014
<ul style="list-style-type: none">• Used Xcode to debug and test various parts of a social media app• Ensured that user's information is properly updated by re-fetching data periodically• Fully Implemented password reset functionality	

TECHNICAL PROJECTS

Shopping Web Application	November 2015
<ul style="list-style-type: none">• Created front end user interface using HTML, CSS, Bootstrap and Javascript• Used MongoDB to store product information and customer purchase orders• Setup two-way data binding between user cart inventory and product stock using AngularJS	
DJammy: Android Music Jamming App	November 2014
<ul style="list-style-type: none">• Implemented instrument class, which allows users access to four instruments and 12 keys• Built the circuit and software for the synchronous LED lights• Created a mini Easter Egg: LED lights blink to the beat of Sandstorm by Darude	
Bombberman Videogame for the Nios II Embedded Processor	September 2014
<ul style="list-style-type: none">• Implemented bitmap drawer code, which reads and draws a 24 bit color 20x20 pixel bitmap• Wrote erase and redraw functions in order to create the illusion of sprite movement• Created random map generator which shuffles positions of powerups on the start of each new game	