UBCEmmettTan@gmail.com
604 366 3799

Emmett Tan

Computer Engineering

TECHNICAL SKILLS

Programming	Software/OS	Hardware and Tools Experience
● C	● Eclipse	● Altera FPGAs
● C++	● Xcode	● Microcontrollers
● Java	● Quartus II	● Multimeters
● VHDL	● Subversion	● Oscilloscopes
	● Git	● Soldering Irons

ACADEMIC & CO-OP STATUS

Academic Program
- **University of British Columbia**
  Bachelor of Applied Science - Computer Engineering Software Option
- 5 of 8 academic terms completed
- Anticipated date of graduation: May, 2017

TECHNICAL EXPERIENCE AND PROJECTS

Vanrx Pharmasystems Inc.   **January 2015 - August 2015**
Systems Engineering Intern

- Built a robot automation control interface to allow easy rapid prototyping of new robot design ideas
- 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   **July 2014 - August 2014**
Mobile Developer Intern

- Used XCode to debug and test pages of a social media app to ensure a smooth user experience
- Ensured that user's information is properly updated by re-fetching data through a Rest-API
- Implemented full password reset functionality, enabling users regain access to their accounts

EECE 381: Computer Systems Design Studio   **September 2014**
Bomberman Videogame for the Nios II Embedded Processor

- Implemented bitmap drawer code, allowing the drawing of character and powerup sprites
- Wrote erase and redraw functions in order to create the illusion of character sprite movement
- Created random map generator which shuffles positions of powerups on the start of each new game