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Emmett Tan

Computer Engineering

https://emmetttan.github.io/

TECHNICAL SKILLS

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

WORK EXPERIENCE

Vanrx Pharmasystems Inc.   **January 2015 - August 2015**
Systems Engineering Intern
- 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   **July 2014 – August 2014**
Mobile Developer Intern
- 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**
- 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**
- 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

Bomberman Videogame for the Nios II Embedded Processor   **September 2014**
- 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