

Experience

Software Developer Intern, CaseWare Inc, Sept. 2016 – Aug. 2017

- Designed and built an automated testing framework that greatly reduced regression testing effort by finding defects early in the development cycle.
- Gained proficiency and practical experience with C#, Selenium, Gherkin, and Visual Studio IDE, and with creating and maintaining large projects.
- Documented entire framework using XML documentation and a Markdown guide to allow project to be understood and maintained by the team.

Ground Station Software Developer, CU Inspace, Sept. 2017 – Present

- Designing and implementing ground station software in order to receive and view telemetry data from our rocket in real-time during the Intercollegiate Rocket Engineering Competition (IREC).
- Using Electron API to develop a cross-platform application that can parse and display telemetry data such as temperature and air pressure as it is received and overlay the current GPS location on top of a map view.

Personal Projects

Locations iOS App, June 2016 – Present

- Developed an iOS application which allows the users to navigate a map and save various locations and view them later, to learn new skills and familiarize myself with the iOS development tools.
- Using Apple frameworks such as MapKit and CoreData with user-oriented design principles to create an intuitive and responsive user interface.
- Using this experience to organize a workshop teaching others how to create a similar app and using iOS app development tools with Github.

Verbose Wall Clock, Sept. 2017 – Present

- Designing and building hardware and software for a wall-mounted clock that shows the time by using LEDs to illuminate words, to challenge myself and apply the concepts learned in school.
- Will be using Arduino microcontroller to control time and automatically contact servers to synchronize the clock and automatically adjust time.

Communication and Leadership Skills

- Strong verbal/non-verbal, presentation, team-building, and active listening skills through work experience, school projects, and extra-curriculars.
- Experienced with presenting and explaining detailed and technical concepts to a non-technical audience in a concise and professional format.
- Experienced with leading and organizing teams to achieve time-sensitive goals through communication and delegating tasks appropriately.
- Fluent in both Spanish and English, with an intermediate level in French.

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Education

- Bachelor of Engineering – Electrical
Third year standing | Expected 2020

Practical Skills

- Programming:
C#, Swift, Java, C/C++, MATLAB, Ruby, HTML, CSS
- Software Tools:
Visual Studio, Xcode, Bash, TFS, Selenium, MATLAB, PSpice, Ansys
- Other:
Agile/Scrum, testing automation, debugging, documentation, Affinity Designer, Pixelmator

Extra-curriculars

- IEEE Carleton Student Branch:
Computer Society Chair, helping to organize competitions / workshops designed to help students skills.
- CUHacking: Logistics Director,
organizing logistics and assisting with the sponsorship outreach for a hackathon of 400 students.
- CU Photography Club: Member,
going on photo-walks, submitting photos for the monthly collections.

Interests

- Photography, reading, soccer, graphic design, building things.