

Federico Naranjo Bellina

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Education

Bachelor of Engineering - Electrical, *Minor in Computer Science*

Carleton University - Ottawa, Ontario, *Third Year Standing, Graduation: June 2020*

Practical Skills

Programming: C#, Swift, Java,
C/C++, MATLAB, Ruby, HTML,
CSS, Git

Software Tools: Visual Studio,
Xcode, TFS, Selenium,
MATLAB, PSpice, Ansys

Other: Agile Scrum, testing
automation, debugging,
documentation

Communication and Leadership Skills

- Strong **verbal/non-verbal**, **presentation**, **team-building**, and **active listening** skills.
- 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 goals within a given deadline.
- Fluent in both **Spanish** and **English**, with intermediate level in **French**.

Experience

SOFTWARE DEVELOPER COOP, CASEWARE INC. - 2016-2017

- **Designed** and **built** an **automated testing framework** for the Monitor software solution 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 projects with large code bases of over 20k lines.
- **Documented** entire framework using **XML** documentation and a **Markdown** guide to allow project to be understood and maintained by the team after my coop term.

GROUND STATION SOFTWARE DEVELOPER, CU INSPACE - 2017-2018

- **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 Visual Studio to develop a **Linux program** that can **parse** and **display** the GPS location, altitude and air-temperature of the rocket, as well as **communicate** with the rocket while it in the air.

Personal Projects

VERBOSE WALL CLOCK

- **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 for daylight savings time.

LOCATIONS MOBILE APP

- Developing 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 what I have learned from this project **to organize a workshop** teaching others how to create a similar app and **using iOS app development tools with Github**.

PERSONAL WEBSITE

- Working on **designing** a static personal **website** using **Bootstrap** with **HTML** and **CSS**.
- Source code is maintained and hosted on Github

Extra-curricular Activities

- **IEEE Carleton Student Branch:** *Computer Society Chair*, helping organize and host events such as the IEEEExtreme programming competition and various workshops.
- **CUHacking Organizing Committee:** *Logistics Director*, helping coordinate resources and volunteers so that the hackathon runs smoothly and students enjoy participating.
- **Intramural Soccer Team:** *Team Captain*, organizing and motivating the team so that we can fulfill our dream of winning the league.