

Hassam Sulehria

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EDUCATION

University of Toronto

Expected: May 2023 + PEY

Bachelor of Applied Science in Computer Engineering

GPA: 3.32 / 4.00

TECHNICAL SKILLS

Programming Languages: C/C++, Python, Rust, Java

Hardware: Arduino, Raspberry Pi, Verilog HDL, ARM Cortex-A7

Other Tools: Git, Linux, MatLab, GDB, Jupyter, Trello, Vulkan, OpenGL

EXPERIENCE

Huawei Technologies Canada Co., Ltd

May 2022 - May 2023

Software Engineer Intern

- Designed and implemented a simulated virtual display using C++.
- Developed a client-server model for virtual display design.
- Fixed major bugs preventing critical functionality for application.
- Modified and parsed Android source code.
- Worked with Vulkan API for graphical processing tasks.
- Researched and tested emergent technologies in the field of computer graphics

PROJECTS

Professor Jorg Liebherr Capstone Project

- Attaching ESP32 Cam to a LoRa Mesh Network to transmit image data
- Using Raspberry PI MQTT Broker to aggregate data to remote site

MoodLights

A Winner of MakeUoft 2021 Hackathon

- A lamp made up of individually addressable LEDs controlled by Arduino and Raspberry Pi.
- Changes conditions depending on the weather and can show notifications.

ComeNGo GIS

Made with C++

- A fully functioning GIS, with A* search and tackled the traveling salesman problem.

DE1-SOC Donkey Kong

Made with C

- Recreated classic Donkey Kong from scratch for the DE1-SOC development board.

Machine Learning Image Colourisation

Made with Python

- Worked on an Artificial Intelligence project to colorize black and white images using CNNs in an autoencoder architecture with residual connections.
- Performed hyperparameter tuning and dataset acquisitions