

JARED DUONG

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🐙 github.com/Jared06Duong

Education

Bachelor of Engineering in Computer Engineering

Sep. 2024 – Apr 2029

University of Guelph

Guelph, ON

Relevant Coursework

- Intro. Programming (C++)
- Object-Oriented Programming (Java)
- Data Structures
- Digital Systems Design
- Engineering Systems Analysis
- Electric Circuits
- Computer Organization
- Probability & Statistics

Experience

Production Engineering Intern

May 2025 – Aug 2025

Hartmann North America

Brantford, ON

- Operated and monitored automated manufacturing machines, interpreting sensor data and panel outputs to resolve issues, helping cut equipment downtime by **15%**.
- Applied embedded systems knowledge and data-driven analysis to improve production monitoring, contributing to a **10%** increase in process consistency and output quality.

Game Developer

Apr 2023 – Jun 2023

McMaster University

Hamilton, ON

- Collaborated with faculty and peers to design educational tools using **C#** in Unity, improving student engagement through gamified learning mechanics.
- Designed and developed responsive web interfaces using **HTML, CSS, and JavaScript**, ensuring compatibility and engagement for 200+ users across devices.
- Implemented modular and reusable code structures to streamline development, improve maintainability, and support future enhancements.

Projects

University Management System | Java, JavaFX, SQL, Git

Mar 2025 – Apr 2025

- Designed and built a full-stack university portal from scratch with features like course management, student enrollment, faculty assignment, and scheduling.
- Coded the core logic and database structure using **Java** and **MySQL**, integrating modular features with **JavaFX** for the front end.

TBWC - Teddy Bear Wheelchair Project | Arduino, C++, SolidWorks

Sept 2024 – Dec 2024

- Designed an Arduino-powered autonomous wheelchair prototype with fault-tolerant motor control and sensor integration for precision navigation.
- Conducted center of mass analysis, tipping analysis, and cost evaluation to refine the design, showcasing proficiency in engineering problem-solving and data-driven optimization.

Technical Skills

Languages: Java, Python, C, C++, SQL, C#, Arduino, HTML, CSS, JS

Frameworks & Engines: Unity, .NET, JUnit, Pygame

Developer Tools: IntelliJ IDEA, CLion, Visual Studio, Visual Studio Code, GitHub, Unity Editor, SolidWorks, Fusion 360, AutoCAD

Libraries: pandas, NumPy

Leadership / Extracurricular

Robotics Club - Team Member

Sept 2024 – Present

University of Guelph

Guelph, ON

- Designed and programmed autonomous robotic systems for the Canadian International Robotics Competition (CIRC), optimizing sensor integration and control algorithms using C++ and Arduino.
- Created and prototyped mechanical components using CAD software, collaborated with team members to troubleshoot issues and optimize performance.