MARK
JASKIEWICZ
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SUMMARY

- Knowledgeable in OOP concepts and dynamic programming through projects and education
- Currently pursuing a Professional Engineer designation (P. Eng)
- 4+ years experience in product design & manufacturing process implementation

EDUCATION

Computer Systems Diploma - Software Development and Network Engineering
Sheridan College

Jan 2024 - Present

Bachelor of Technology - Automotive Engineering Technology
McMaster University (Graduated Summa Cum Laude)

Sept 2015 - Dec 2019

EXPERIENCE

Product Designer
TDG Transit Design Group - Mississauga, ON

Jan 2020 – Jan 2024

- Designed rail lighting from concept to production through design reviews & customer interfacing
- Created an Electronics Reliability Calculator using hashing algorithm to reduce calculation time by 87.5% and increase company profits by $12,500 per year
- Proposed & managed over $120 million in customer bidding internationally over a 4-year period
- Implemented company-wide processes for adhesive bonding, process FMEAs, and engineering documentation (CDRLs)
- Prototyped units for testing of newly acquired products and for implementing innovative lighting designs

PROJECTS

Project Al – An interactive horror visual novel game about AI chatbots (Godot Engine, GIT)

PONG – A 24-hour game jam project implementing Unity version control & physics mechanics (Unity)

Electronics Reliability Calculator – A reliability calculator for electronic components (VBA)

Line Following Robot – An autonomous robot that follows a line through a course for Capstone (SolidWorks)

SKILLS

Programming – HTML, CSS, JavaScript, C/C++, Java, Python, GDScript

Development – GIT, GITHUB, Unity, Godot

Knowledge – Databases, Cloud Computing, Object Oriented Programming