MARK JASKIEWICZ DOBROWLANSKI

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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 **Jan 2024 - Present**
Sheridan College

Bachelor of Technology - Automotive Engineering Technology **Sept 2015 - Dec 2019**
McMaster University (Graduated Summa Cum Laude)

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
- Developed an Electronics Reliability Calculator using hash maps 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)

PROJECTS

Game Design - Project AI Godot Engine, GIT
- An interactive horror visual novel game about AI chatbots

Game Design - PONG Remade Unity, C#
- Implemented Unity version control & physics mechanics to re-create PONG in a 24-hour period

Engineering Tool - Electronics Reliability Calculator VBA
- Developed a company-wide tool using hash maps to calculate the reliability of electronic components

Machine Learning – Sleep Data Analysis Python, Postman
- Created a logistic regression model to predict the correlation between sleep quality & daily step count
- Used Python libraries (Matplotlib and Seaborn) and Python APIs to train, test, and evaluate the model

SKILLS

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

Software – GIT, Github, Unity, Godot, Spring boot

Knowledge – Databases, Cloud Computing, Object Oriented Programming, Cyber Security