NAUMAAN SHEIKH

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SKILLS

Languages:	Java, C++, Swift/Obj-C, VHDL, Visual Basic, HTML, CSS
Tools:	Git, Linux, XCode, VEXcode, Arduino, AutoCAD, Unity3D

PROJECTS

Matching Cards Game IOS – *Swift/Obj-C* *August 2021*

- Developed a **time-controlled** app with a randomized set of playing cards using **objects** and **inheritance** to display a collection view of 8 pairs of flipped cards
- Efficiently displays flipped cards on screen by **repurposing** the **memory** of unused cells in the **collection view** to display a new cell with configured data

Waterloo Housing Website – *HTML/CSS/JS* *July 2021*

- Developed a website in a group of 4 during **EngHack** to directly compare residences near the University of Waterloo
- Integrated a **Google Places API** to fetch and display the 5 most relevant reviews for each residence

Minesweeper – *C++* *October 2020*

- Developed a console-based game with user-defined size and number of mines
- Implemented a **fast** and **efficient** algorithm to traverse through the 2D array and appropriately calculate and assign values for each element

Othello Circuit Board (Hackathon 3rd Place) – *Arduino C++* *February 2020*

- Devised an algorithm in a group of 4 to cycle through **128** LEDs in under **0.2** seconds to power select LEDs
- Efficiently wired two 8x8 LED matrices compactly with 8 **pull-up resistors** to and **Arduino UNO** and **Raspberry Pi**

EXPERIENCE

VEX Robotics, Abbey Park – Executive *June 2018 – June 2020*

- Guided and instructed over **30** members with minimal knowledge on the basics of **designing**, **programming,** and **building** a VEX robot
- Increased number of new members by **75%** while teaching them how to handle robot parts, power tools and use **Autodesk Inventor**

EDUCATION

University of Waterloo – BASc Candidate in Computer Engineering *2025*