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"Make the change that you want to see in the world."

Education

McMaster Universty

Hamiton, Ontario

BACHELOR OF ENGINEERING, COMPUTER ENGINEERING (CO-OP)

Expected Graduation 2021

• Achieved a cumulative grade-point average of 3.1/4.0

Relevant Projects ____

Line Follower Robot COMPUTER ENGINEERING

Brampton, ON June 2018 - Aug 2018

- Collaborated in a group of 2 to assemble a robot from scratch using wood, Arduino and toolkit
- Gained experience in computer programming (i.e. C++, Arduino PID) and external hardware (i.e. sensors)
- Tested line follower robot through different race tracks built out of tape

Road Crosser Game Brampton, ON

COMPUTER SCIENCE June 2017

- Developed a game that uses a program that consists of 2D arrays, sorting and a GUI (graphical user interface)
- Tested the game through 10 different class members to account for any untested errors through play
- Created a User-Manual for finished product

Educational Quiz Game

Brampton, ON

SOFTWARE DEVELOPER

Dec 2016

- · Worked in a group of 4 to create an Object-Oriented quiz maker/player using Java that would help teachers create game quizzes for their students
- Interacted with teachers to determine optimal specifications and requirements for program
- · Organized tasks using Gantt Chart and Class lists layout

Extracurricular Activity _____

ARVI(Autonomous Robotic and Vehicle Innovations)

Hamilton, ON

SOFTWARE TEAM

Nov. 2018 - PRESENT

- · Working with a team to develop autonomous technology for a campus environment, main focus is pedestrian avoidance and precise localization
- Currently on phase 1 which includes creating an autonomous ground vehicle (AGV) to test our autonomous technology)
- Learning New technologies with weekly tutorials such as Python Machine learning

Software Development Team (Computer Club)

Brampton, ON

EXECUTIVE MEMBER

September 2016 - June 2017

- Worked in a team of 4 to develop a computer program to be used by staff to buy tickets for weekly events
- Participated in Waterloo Computing Competition (Using Java), placing in the top 25 %
- Mentored new programming languages (Python, C, Html, CSS) to other students)
- · Modified existing software for Student Schedule Search Program to account for new updates in school schedules
- · Debugged functionality and communication errors in unfinished programs created by previous members

Skills_____

Programming Python, C/C++, MATLAB, VERILOG, JAVA, LaTeX

Modeling QUARTUS, AUTOCAD, INVENTOR

Web JavaScript, HTML, CSS Languages Punjabi, English, Hindi, Urdu