

Robert Conrad

STUDENT · BASC COMPUTER ENGINEERING ·

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Summary

BASC Student in Computer Engineering (Management Option) with experience in embedded, mobile and back end development with interest in Project Management, Robotics, CV and technology for media creation and consumption.

Work Experience

Quantropi Inc

Ottawa, ON

ENGINEERING INTERN

May. 2020 - September 2020

- Design and develop dynamic build process for C++ using CMake and Bash scripting
- Develop CI process using Bamboo and Jenkins for build and deployment operations
- Research and showcase testing process for various libraries and use cases in C++

Ciena

Ottawa, ON

SOFTWARE DEVELOPER (COOP)

Sept. 2019 - Dec. 2019

- Develop applications in Python and Golang for use in scale-able network management tool
- Design new REST API for retrieval and exportation of log files depending on API parameters
- Debug and document application features on authentication service in Swagger, Django and NoSQL
- Worked in a development environment with Jira, in-scrum testing, continuous integration, containerization and VCS (Git)

Pleora Technology

Ottawa, ON

EMBEDDED SOFTWARE DEVELOPER (COOP)

Jan. 2019 - April. 2019

- Develop applications in C, C++, C#, Python and Bash to expand functionality for embedded real time imaging processing boards
- Expanded function on FPGA boot loader to allow for custom update generated per the GenICam Firmware standard
- Developed application for firmware token generation to allow for development tokens able to authenticate across multiple permission sets
- Developed a secure consumer token generation tool allowing for offline MAC specific tokens generation

Nodiasoft

Ottawa, ON

MOBILE APPLICATION DEVELOPER (COOP)

May. 2018 - Aug. 2018

- Designed Android application in Kotlin and Java connecting to SCA framework SDR to allow for custom radio applications
- Developed UI, Documentation and Requirements for application and presented monthly design updates to CEO/CTO

Skills

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|-----------------------------|--|
| Programming | Main: Golang, C/C++, Python, Secondary: Java, Assembly, C#, Javascript, Rust |
| Library/Framework | OpenCV, REST, Django, Swagger, WebAssembly, Android, ROS |
| DevOps | Git, Mercurial, Docker, Jenkins, Bamboo, Bash, Jira |
| Computer Engineering | Networking, TCP/IP, Optimization, AI, VHDL, FPGA |

Education

University of Ottawa

Ottawa, Ontario, Canada

BASC. IN COMPUTER ENGINEERING, ENGINEERING MANAGEMENT AND ENTREPRENEURSHIP OPTION (COOP)

Sept 2016 - Expected Apr 2021

- Dean's list recipient 2016-2017, current CGPA 7.93 GPA (estimate) 3.3-3.7

Projects, Extra Curricular & Courses

uOttawa RoboBoat : Autonomous Robotics Surface Vehicle Competition

University of Ottawa

SOFTWARE TEAM CO-LEAD, ARCHITECTURE AND SYSTEMS DESIGN

Aug. 2017-Aug 2018

- Researched and develop robotics architecture and navigation approaches for future development
- Maintained a team of 13 developers assisting and developing in tools such as ROS, OpenCV, Docker, Python and Arduino

uOttHack: uOttawa's 1st MLH Hackathon

University of Ottawa

FOUNDING ORGANIZATION TEAM, LOGISTICS

Aug. 2017 - February 2019

- Assisted in logistics for 2018 & 2019 events including assisting in food ordering, registration and last minute event logistics