

## Skills Summary

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- Proficient in object-oriented design using *Java* and *C++* and version control with *Git* and *SVN*
- Hardware design experience through projects with *Arduino*, *SketchUp*, *VHDL* and *FPGAs*
- Familiar in web development with *HTML*, *CSS*, *JavaScript*, and *JQuery*
- Self-taught knowledge of *Android Studio*, *C*, *Python*, *Turing* and *SQL*
- Highly adaptable and enthusiastic learner continually striving to improve personally and professionally
- Strong analytical and problem solving skills developed through designing and debugging personal projects
- Excels in independent and cooperative work environments with experience in multi-site workplaces

## Work Experience

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### **Software Tester and Tools Developer, GEO Semiconductor Inc.**

Jan. 2016 – Apr. 2016

- Worked in *Agile* environment on Firmware team
- Validated overall firmware integrity of over 20 camera sensors/platforms through *TestLink* and *JIRA*
- Reduced testing time by over 50% through automation of testing procedures using host communication APIs
- Developed host tools in *C* and *Python* for internal testing and development with use of *SVN* and *Crucible*
- Designed regression test plans used to verify proper functionality of Image Signal Processing and Geometric Processing algorithms

## Projects

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### **Locate Me, GPS & Pedometer Android App**

May. 2016 – Present

- Developing *Android* application that utilizes sensors and finite state machines to track steps
- Currently implementing direction detection and location tracking using phone's internal GPS

### **Intelligent Car, Autonomous Maze Solving Robot**

Feb. 2015 – Jun. 2015

- Designed self-navigating vehicle programmed using *Arduino* with the ability to traverse a maze
- Experience with electrical components such as H-Bridges, light dependent resistors and motors/gears

### **TetrisTray, Chemistry Educational Software**

Jan. 2014 – Jun. 2014

- Programmed Tetris-like chemistry education game in *Java* through implementation of *OOP* concepts
- Learned importance of system structures in software design while working with *UML* class/activity diagrams

## Extracurriculars & Interests

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### **Driftwood Community Center**

Jun. 2013 – Sept. 2015

- Mentored younger students in math and science as well as planned monthly picnic trips and events

**Interests** – Android smartphones, reading, road cycling, tennis and ping pong

## Education

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### **University of Waterloo, Waterloo ON**

2015 – Present

- Candidate for Bachelor of Applied Science Degree in Computer Engineering (Co-op)