RobertGraham-Hu

University of Waterloo: Systems Design Engineering

Contact

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robertg-h.github.io 🌐

/robertg-h 🔗

Skills

languages
Java
C++
HTML
CSS

tools
Git/Github
Solidworks
Eclipse
GIMP
Microsoft Office

transferable
Teamwork
Leadership
Public Speaking
Organization

Interests
Music Production
Coding
Gaming
Hockey

summary of qualifications

- Knowledge of fundamental programming concepts like OOP, and data structures developed through computer science courses and a number of side projects
- Outstanding communication and organization skills demonstrated by Team Lead position on FIRST Robotics Team 5630 for two years
- Skills in design and fabrication developed through designing robot parts, creating drawings using Solidworks, and fabricating parts with metal working skills

experience

Team Lead, CRT Team 5630, *FIRST Robotics*   **Nov 2013 - August 2016**
- Led team of 20 members and 5 mentors to fund, design in CAD, build, and program a 100-pound robot that competes in a regional competition within a six week period
- Grew team from 5 to 20 members by public speaking at promotional events
- Conducted marketing strategies using skills in GIMP and Microsoft office to approach companies for sponsorships and attract new team members
- Designed and taught workshops to teach team members critical skills: Java, Git, Solidworks, and design process

STEM Camp Counselor, *STEM Learning Lab*   **July 2016**
- Taught and engaged students in high quality, hands on STEM learning experiences
- Coordinated, organized, and led student activities

Student Delegate, *FRC West*   **June 2015 - April 2016**
- Represented FIRST Robotics at public events to promote awareness of the program
- Analyzed, gathered, and organized FIRST Robotics survey research data using Excel

projects

Personal Website   **August 2016 - Present**
- Applied skills in HTML, Javascript and CSS to design and code a website from scratch, showcasing skills, interests, and ongoing projects
- Integrated 3rd party frameworks such as Bootstrap and JQuery

B.E.A.S.T. Slayer   **March 2016 - June 2016**
- Developed a real time 2D side scrolling shooter game applying Java coding and design knowledge for a final project in a high school computer science course
- Created all art assets using GIMP, and music assets in Reason

education

Candidate for B.A.Sc. Systems Design Engineering, *University of Waterloo*   **2016 - Present**

Honours Student, *Western Canada High School*   **2013 - 2016**
- Obtained programming skills demonstrated by receiving a 99% average for three years of computer science courses

HTML, CSS, and Javascript for Web Developers, *Coursera.org*   **June 2016 - August 2016**
- Graded peers in weekly peer assessment assignment in this self-initiated online course

other experience

Program Tester, *EZ-Robot*   **Sept 2014 - Dec 2014**
- Tested robot programs while participating in troubleshooting on EZ-Robot's online forum