

# Robert Graham-Hu

2A SYSTEMS DESIGN  
ENGINEERING

## CONTACT



robertgrahamhu.ca



587-223-1960



rgrahamh@uwaterloo.ca



linkedin.com/in/robert-gh



github.com/RobertG-H

## SKILLS

### TOOLS

- Unity
- Git/Github
- Heroku
- Solidworks

### LANGUAGES

- HTML/CSS
- Javascript
- C#

### FRAMEWORKS

- Node.js (express)
- Bootstrap
- Bulma

## HOBBIES

- Music Production
- Esports
- Game Development
- Hockey

## WORK EXPERIENCE

### CO-FOUNDER AND CEO

Wecasual ([wecasual.gg](http://wecasual.gg))

Apr. 2017- Present

- Worked with co-founder to build an esports platform and community used to schedule and organize games for casual esports players. Acquired 200 users by December 2017.
- Executed key startup processes in this enterprise co-op initiative such as MVPs, design sprints, and the business model canvas.
- Pitched at the Velocity 5K and the Velocity Problem Pitch twice each, and won the Eco-op ignition week pitch valued at \$5000.
- Applied skills in HTML, CSS, and Javascript to design a responsive front end and UI for the Wecasual web platform.

### LEARNING AND TECHNOLOGY INTEGRATOR

STEM Learning Lab

Jan. 2017 - Apr. 2017

- Instructed numerous STEM classes for students and teachers, integrating new technology into the classroom setting.
- Represented STEM Learning Lab in connections with company partners exhibiting key communication skills.
- Developed creative and unique robotics and coding curriculum for education tools like RaspberryPi, and Lego Mindstorms.

### TEAM LEAD AND FOUNDER

C.R.T. FIRST Robotics

Nov. 2013 - Aug. 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.
- Designed and taught workshops to teach team members critical skills: Git, Solidworks, and design process.

## PROJECTS

### RHYTHM TAPPER

Android App

Nov. 2017 - Present

- Developed a game using Unity that combines elements of entertainment and education into a rhythm based game.

### PERSONAL WEBSITE

Heroku Web App

Aug. 2016 - Present

- Applied skills in HTML, CSS, Javascript, Node.js, and Heroku to design and code a website from scratch, showcasing skills, interests, and ongoing projects.
- Integrated 3rd party frameworks such as Bulma and Bootstrap.

## EDUCATION

### CANDIDATE FOR B.A.SC. SYSTEMS DESIGN ENGINEERING

University of Waterloo

2016 - Present

- Design methodology learned in Human Factors in Design.
- Knowledge of electronics hardware and programming acquired in Digital Systems.

### MACHINE LEARNING

Coursera

Nov 2017 - Jan 2018

- Learned basics of machine learning, datamining, and statistical pattern recognition through this peer-assessed course.