

# Rutvik Sheth

Computer Engineering

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## EDUCATION

### Bachelors of Computer Engineering McMaster University

09/2017 – 04/2022

- Engineering Computation: iteration in python: Grade B+
- Physics: Waves, Electromagnetism, and Inductance. Grade: A
- Logic Design

## EXPERIENCE

### McMaster Rocketry Team McMaster University

06/2018 – Present

Hamilton, Ontario

- Researched various types of launch rails for our Sounding Rocket independently.
- Analyzed and selected best nosecone for a rocket reaching speeds of Mach 0.7 to Mach 1.4. Von Karman Ogive was inputted.
- Designed the rocket's air-frame and nosecone on AutoDesk Inventor 2017

### MAC Formula Electric McMaster University

11/2017 – 04/2018

Hamilton, Canada

- Learning Failure Mode Effect Analysis for Motor Cooling System.
- Developed strong co-operative skills as well as self-directing skills.
- Designed Radiator, Pump, Pump bracket, Energy meter casing models on SolidWorks

### Mentor/Judge

#### Mathstronauts - McMaster

01/2018 – 01/2018

- Mentored a team of 6 middle school students to educate the use of wind turbines.
- Explained various concepts and methods which helped them create a prototype with high efficiency.
- Latter evaluated several other teams to award the best prototype.
- Communicated with the team easily and effectively

### Robotics - First Robotics Competition

#### J. Clarke Richardson Collegiate

09/2015 – 06/2017

Ajax, Canada

- Improved leadership and problem-solving skills by leading the Mechanical team of 3
- Developed excellent communication skills by independently securing Lear Corporation sponsorship of \$3000 and mentorship
- Refined my attention to detail by controlling the robot and delivered game-winning performance in the arena
- Lead school robotics team (#5076) to become a finalist in district level competition at Victoria Park event.

## SOFT SKILLS

Self-Directed

Dedicated

Quick Learner

Curious

Responsible

Co-operative

Passionate

Leader

Adaptable

Enthusiastic

Creative

Organization

Dependable

Accountable

## PROJECTS

### Face Identification (09/2018 – Present)

Learning OpenCV through facial identification program, as well as gaining experience working with cascades, pip, and pillow while keeping a thorough record of each milestone.

## EXPERTISE

Python



Java



C



HTML



MatLab



SolidWorks



Inventor



Microsoft Office



## INTERESTS

Cricket

Pool

Badminton

Books

Table Tennis

Music

Photography

Trilingual