Sajeev Debnath

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EDUCATION

University of Toronto

Toronto, ON

Bachelor of Applied Science, Computer Engineering (2nd Year)

GPA: 3.60, Dean's Honour List, UofT Engineering International Scholar Awardee

Sep. 2022 - present

EXPERIENCE

GUI Software Developer

Oct 2023 – Present

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Toronto, ON

- Developing the graphical user interface (GUI) for an Autonomous Car set to compete in the SAE AutoDrive Challenge, an event organized by SAE International and General Motors.
- Leveraging Python and the ROS2 framework to write publisher and subscriber nodes, thereby enabling efficient communication between multiple nodes in a highly distributed system.

Project Manager

Jan 2023 – April 2023

University of Toronto

Toronto, ON

- Managed a **6-member team** tasked with developing solutions to extinguish Lithium Ion Battery Fires in high-rise buildings for the **Toronto Fire Services**.
- Delegated tasks and set deadlines using Gantt Charts created in MS Excel, which resulted in the team consistently meeting all deadlines at least a day ahead of schedule.
- The project was a part of the Engineering Strategies And Practice II course at the University of Toronto and received a grade of A-, surpassing the cohort average of B+.

SUMO Robotics Competition Member

Sep 2022 – April 2023

UTRA

Toronto, ON

- Programmed attacking features using C++ code in Arduino IDE to charge at an opposing robot when the ultrasonic sensor detects a body within a 1-metre distance.
- Designed a 13cm-by-13cm autonomous robot chassis using **SolidWorks**.
- Achieved **3rd place** in the competition

PROJECTS

Autonomous Line Tracking Robot | C++, AutoCAD, GitHub

July 2023

- Implemented **line tracking** features of the IR sensors to handle 90-degree turns, slight turns, going straight, and stopping most efficiently using C++ code in Arduino IDE
- Collaborated on writing the code with other team members using **GitHub**
- Designed the chassis of the robot using AutoCAD and printed the design using a 3D printer

Robot Arm | C++, GitHub

August 2023

- Developed a robot arm that can be controlled using a Bluetooth controller on the phone programmed in C++
- Utilized Adafruit libraries to enable Bluetooth connection between the Adafruit app and its micro-controller

2 Player Maze Game | Verilog, FPGA

December 2023

- \bullet Implemented PS2 keyboard input, background audio using memory blocks, and timer using Verilog programming on the **FPGA**
- Project was part of the Digital Systems course (ECE241) at the University of Toronto and it received a score of 85 out of 90

TECHNICAL SKILLS

Languages: C, C++, HTML/CSS, JavaScript, HDL Verilog, Python

Developer Tools and Frameworks: GitHub, GitLab, VS Code, Linux, ROS2

Other software: SolidWorks, AutoCAD, MS Excel

Online Portfolio

Visit: https://sajeev-d.github.io/onlinePortfolio/ | HTML, CSS, JavaScript