

Sammy Robens-Paradise

SammyRobensParadise.github.io

Systems Design Engineering, UW

srobensp@edu.uwaterloo.ca

778-887-9189

Skillset

- Exceptional written and oral communication skills developed from engagement in professional projects
- Experience building, programming and applying iterative and recursive algorithms for data validation
- In-depth problem-solving skills and iterative design strengthened through engineering design projects
- Developed scalable websites for optimized cross-platform performance
- Experienced using a variety of front-end, back-end and query languages for professional projects

Experience

Software Engineering Intern, Environment and Climate Change Canada January - April '18

- Used MS SQL and Access to iteratively develop and deploy testing scripts for complex relational databases
- Developed SQL queries to test critical business rules governing data validation
- Played critical role in documenting and facilitating complex data projects with multiple stakeholders

Activity Co-Coordinator/Curriculum Designer June - August '17

- Demonstrated adaptivity and creativity by building programs to meet specific curriculum requirements, while fostering an engaging learning environment for youth groups ranging from 2 to 120 in size
- Spearheaded multiple initiatives to gamify learning for children aged 8-14

Boating Specialist at le Parc de la Rivière des Milles Iles June - August '16

- Worked in francophone environment - comfortably guided customers and administered park services
- Excellent time management skills used to balance instruction of large volumes of customers in kayak/canoeing techniques, and administration of rental services, ensuring customer safety

Projects

Personal Projects

- Developed algorithm in C++ to approximate physical deflection and moment in construction beam, using arrays, recursion and principles of physics and calculus.
- Iteratively designing, testing and prototyping workload management software against engineering constraints
- Currently developing experience sharing social multimedia platform using android development tools
- Iteratively designed and 3D printed complex 3D "nested" puzzle with five levels.

Waterloo Rocket Design Team

- Member of sub-team focusing on rocket payload design and payload recovery
- communication and troubleshooting skills to quickly solve problems in team environment, creating vast range of parts in SolidWorks.
- Independently developed critical CAD models for rocket's complex systems

Volunteer Experience

Organizer and Key Speaker/Presenter at YWCA interactive Workshop

- Led multiple workshops on importance of consent and healthy relationships for over 100 youth
- Researched field to provide comprehensive analogies and examples of workshop's importance
- Member of YWCA's youth advisory committee, worked in a team environment creating workshops and resources for youth