Sahaj Singh

TECHNICAL SKILLS

Programming Languages: C, C++, Python, MATLAB, Bash, Java, Assembly, HTML5/CSS3, Javascript, Flutter **Tools, Frameworks & Technologies:** Git, Jira, React, Visual Studio Code, PyCharm, macOS, Linux, Windows, Android

WORK EXPERIENCE

MATLAB — SFU Student Ambassador

Oct 2022 — Present

Math Works

Burnaby, BC

- · Organizing and hosting numerous programming and simulation based events revolving around MATLAB and Simulink.
- Helping in the process of creating meaningful relationships between MATLAB and professors/students at SFU. Providing support for students with questions related to MATLAB and Simulink.

Software/Firmware Developer

Jan — April 2022

Richmond, BC

picoTera Electronics Inc.

- Developed advanced firmware in C/C++ for **PSoC6 and ARM Cortex-M4**, **M0 platforms** and ported the project from PSoC creator to ModusToolbox 2.4 for better compatibility.
- Implemented modifications to a Recurrent Neural Network (RNN) model written in Python and ported in C for Cortex-M4 devices, reducing noise in audio denoising applications approximately from 90+ decibels down to 60 decibels. Additionally, created a custom audio dataset to train the RNN model, increasing the variety of noise profiles for training by a factor of 3.
- Replaced dynamic gain with static gain, optimizing post-processing audio quality, and boosting denoising performance by 25%.
- Authored custom **cmake scripts for CMSIS libraries**, reducing memory usage and storage in complex operations and enabled Bluetooth Low Energy (**BLE**) **integration** between PSoC6 and an Android app, facilitating real-time data transmission.

PROJECTS

Multi-threaded Memory Allocator:

Spring 2023

- Developed a multi-threaded memory allocator in C, supporting First Fit, Best Fit, and Worst Fit allocation algorithms.
- Implemented features such as allocator initialization, allocation/deallocation interfaces, metadata management, compaction support, statistics reporting, multi-threading support, and uninitialization in C.
- Designed test cases and provided usage instructions to ensure the proper functionality and efficiency. Wrote custom Makefile for easy compilation and execution.

FPGA UART Protocol Implementation:

Spring 2023

- Developed a **UART protocol** for the **Altera DE2 FPGA**, featuring baud rate generation, data framing, error detection and correction, and handshaking subsystems.
- Implemented in VHDL with comprehensive testbenches in Modelsim to verify the functionality of both the transmitter and receiver
 modules.
- Enabled synchronous data transmission between UART devices and allowed for seamless operation via onboard switches and keys for data input, baud rate selection, and module reset.

O Drone Controller and System:

Fall 2022

- Designed a wireless drone system using a BeagleBone Green and Arduino Nano 33 IOT drone.
- Developed multiple control modes, integrated LCD display, and implemented an ultrasonic sensor for gesture-based height control.
- Wrote a custom driver for a **UART-BLE module in C** for efficient BLE communication between the controller and drone.
- Incorporated watchdog and systemd scripts for automated restarts to handle any unexpected system crashes.

FASTrack - Reaction Time Game:

Summer 2022

- Developed a reaction time-based game called FASTrack for the Xilinx ZedBoard, utilizing the ARM7 assembly instruction set.
- Implemented various game features such as multiple speed modes and user controls through switches. Utilized OLED display and LEDs for visual feedback.
- Demonstrated key concepts including timer interrupts, masking, OLED display usage, and Finite State Machines (FSMs).

EDUCATION

B.A.Sc. Computer Engineering — Honours

Sep 2020 — Sep 2025

Simon Fraser University

Burnaby, BC

AWARDS

Innovation Award / ESSS Award

Spring 2022

Simon Fraser University

Burnaby, BC

Recognized for outstanding creativity, originality, and impact via my projects driving advancements in technology. Honored for contributions to the student society.