Sahaj Singh

TECHNICAL SKILLS

Programming Languages: C / C++, Python, MATLAB, Bash, Java, VHDL, Assembly, HTML5/CSS3, Javascript, Flutter **Tools, Frameworks & Technologies:** Git, Jira, React, Visual Studio Code, PyCharm, macOS, Linux, Windows, Android **Relevant Courses:** Embedded Systems, Data Structures and Algorithms, Operating Systems, Database Systems

WORK EXPERIENCE

Software/Firmware Developer picoTera Electronics Inc.

Jan — April 2022

Richmond, BC

- 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.

PROJECT EXPERIENCE

9 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.

Simple Linux Shell:

Spring 2023

- Developed an interactive **Linux shell in C**, capable of executing user commands in individual processes, and incorporated **support for internal commands** (exit, pwd, cd, help) to enhance user experience and operational efficiency.
- Implemented a command history feature, **preserving the last 10 commands**, and introduced the ability to execute commands from history using !n and !!, facilitating improved user productivity.
- Enhanced shell interface by displaying the current working directory in the prompt and extending the cd command to support intuitive navigation to home and previous directories using the and symbols respectively.

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Fall 2022

- Designed firmware for 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 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

LEADERSHIP 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.