

Dilpreet S. Chana

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EDUCATION

UNIVERSITY OF WINDSOR
HONOURS COMPUTER SCIENCE
Expected 2020 | Windsor, ON

LINKS

Github:// [DSchana](#)
LinkedIn:// [dschana](#)
Twitter:// [@dschana2](#)

SKILLS

PROGRAMMING LANGUAGES

Python • C++ • Java • C# •
Objective-C • Bash • Swift • C

INTERESTS

COMPUTER SCIENCE

Computer Vision • Artificial Intelligence •
Robotics • Graph Theory •
Microprocessors • Algorithmic Problem
Solving • Optimization

MATHEMATICS

Linear Algebra • Matrix Theory •
Differential Calculus • Discrete
Mathematics • Control Theory • Game
Theory • Euclidean Geometry •
Projective Geometry

COMPETITIONS

PROGRAMMING

2015-2016 CCC
2015-2016 ECOO

MATHEMATICS

2010-2011 Gauss
2012 Pascal
2013 Fryer
2013 Cayley
2014 Galois
2014 Fermat
2015 Hypatia
2015-2016 Euclid
2015-2016 CSIMC

EXPERIENCE

FIRST ROBOTICS | SOFTWARE ENGINEERING LEADER & MENTOR

Sept. 2013 – June 2016 | Honourable Vincent Massey S.S.

- Created an OpenCV program to track and lock onto a target in real-time.
- Taught a new generation of developers how to program with C++, Java and OpenCV.
- Won the Windsor regional competition and competed at the international level.

WEST OF WINDSOR INC. | ADMIN ASSISTANT

Summer 2014 | Windsor, ON

- Developed an iOS app to allow users quick access to the company resources.
- Assisted in office activities.

CANADA SOUTH SCIENCE CENTRE | TECHNICAL SUPPORT / CUSTOMER RELATIONS

July 2012 - July 2015 | Windsor ON

- Developed an iOS app to allow users quick access to maps and information of the facility, along with the option to book tours and parties.
- Greeted and directed visitors, answered phone calls using excellent communication skills.
- Assisted and lead in technical areas for regular maintenance of the centre.

PROJECTS

HARRY POTTER: NEW HORIZONS |

[HTTPS://GITHUB.COM/DSCHANA/FINAL-PROJECT-11](https://github.com/dschana/final-project-11)

Grade 11 Final Project

- Top down partial remake of Harry Potter Chamber of Secrets for Gameboy Colour in python 3.
- Used object-oriented design to optimize and organize program flow.

ARTEMIS GAME ENGINE |

[HTTPS://GITHUB.COM/ARTEMISENGINE/ARTEMIS-ENGINE](https://github.com/ArtemisEngine/Artemis-Engine)

- Artemis is a modern cross-platform 2D game engine designed on top of Monogame/Xna.
- The engine implemented unique flow control objects that allowed users to create a multi-page application with great efficiency.

FRC STRONGHOLD TARGET FINDER |

[HTTPS://GITHUB.COM/DSCHANA/FRC-TARGET-FINDER](https://github.com/dschana/frc-target-finder)

- Find and track the target in a high speed game of FIRST Robotics.
- Used real-time image processing to isolate a target pattern in a scene.

HONOURS & AWARDS

2015	Winner	FIRST Robotics Regional Competition
2015	Finalist	FIRST Robotics Worlds Competition
2015	Top 25%	Canadian Computing Competition
2016	Honours	High School Graduation
2016	Ontario Scholar	High School Graduation