Dilpreet S. Chana

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WORK EXPERIENCE

OPTIMOTIVE TECHNOLOGIES | SOFTWARE ENGINEER

August 2016 - Present | Windsor ON

Optimotive Technologies is a tech startup building innovative automotive applications. Optimotive is focused on developing vision technology for the interior of a car.

- Created camera technology for vehicle interiors that allows the car to know what is happening within the cabin.
- Collaborated with a development team of 4 to complete projects using OpenCV.
- Winner of the EPICenter accelerator best tech startup award out of 12 startups.
- Completed tasks using the scrum development ideology.

ARTEMIS ENGINE | FULLSTACK DEVELOPER

July 2015 - May 2016

Artemis is a modern cross-platform 2D game engine.

- Developed Artemis Engine in C# using Monogame/XNA libraries in Visual Studio.
- Implemented unique flow control objects allowing users to create a multi-page application with great efficiency.
- Designed to allow users to focus on developing game ideas rather than code.
- Developed a simplified method of game animation and graphical augmentation.

PROJECTS

WINGBOT | HTTPS://GITHUB.COM/ERICPICKUP/WINGBOT

Hack the Valley 2018

Profiling tool made with Python/Node.js that scrapes info from social media profiles using the Tweepy/Twitter API

- Developed real time machine learning algorithms to identify different people in pictures using **computer vision**.
- Implemented the Watson API for natural language processing of tweets to determine the levels of a person's emotions and interests.

PREFERENCE | HTTPS://GITHUB.COM/OPTIMOTIVE/PREFERENCE

June 2016 - August 2016

The preference system recognizes the user's face and outputs all preferences (seats, radio, etc.) in the car.

- Designed the Preference system in C++ using OpenCV libraries.
- Implemented custom facial recognition algorithms with 80% accurate recognition.
- Engineered custom PCBs and electrical systems to bypass the car's central computer.

HARRY POTTER: NEW HORIZONS | https://github.com/DSchana/Final-Project-11

Grade 11 Final Project

- Created a partial remake of Harry Potter for the Gameboy colour in **python**.
- Used object-oriented design to optimize and organize program flow.

FDUCATION

UNIVERSITY OF WINDSOR | HONOURS COMPUTER SCIENCE WITH CO-OP AND MINOR IN MATHEMATICS

Sept. 2016 - Present | Expected 2020 | Windsor ON.

Major Average: 85.75

EXTRA CURRICULAR

COMPUTER SCIENCE GAMES

- Participated in the annual CS Games in 2017 and 2018.
- Competed in challenges from various disciplines of computer science including **artificial intelligence** and **theoretical computer science** .
- Achieved first place in the A.I. event and third in Web Development.

REFERENCES AVAILABLE UPON REQUEST