

Dilpreet S. Chana

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EDUCATION

UNIVERSITY OF WINDSOR
HONOURS COMPUTER SCIENCE
Expected 2020 | Windsor, ON
Cum. GPA: N/A

LINKS

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

SKILLS

PROGRAMMING LANGUAGES

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

COMPUTER SCIENCE

Artificial Intelligence • Computer Vision •
Graph Theory • Robotics •
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 DIVISION 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 regional competition and competed at the worlds level.

WEST OF WINDSOR INC. | ADMIN ASSISTANT

Summer 2014 | Windsor, ON

- Developed an iOS app to allow users quick access to the company resources.
- Assist 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.
- Greet and direct visitors, answer phone calls using excellent communication skills.
- Assist 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.
- Heavily utilizes classes and methods 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.
- he engine implements unique flow control objects that allow to user to create a multi-page application with great ease.

INVOICE | [HTTPS://GITHUB.COM/DSCHANA/INVOICE](https://github.com/dschana/invoice)

- Invoice system developed with the Artemis Game Engine.
- Introduces clean UIElements for easy user experience.
- Developed for Interstate Truck Centre; a truck repair shop in Windsor.

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