Dilpreet S. Chana

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WORK EXPERIENCE

OPTIMOTIVE TECHNOLOGIES | Software Developer

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 based on a strict timeline and met all deadlines.

EDUCATION

UNIVERSITY OF WINDSOR | Honours Computer Science with Co-op and Minor in Mathematics

Sept. 2016 - Present | Expected 2020 | Windsor ON.
Major Average: 96.66

PROJECTS

ARTEMIS GAME ENGINE | https://github.com/ArtemisEngine/Artemis-Engine

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.

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.
- Utilized self learning pattern detection tools.
- Engineered custom **PCBs** and electrical systems to bypass the car's central computer.

TRON | https://github.com/DSchana/Tron

September 2015 - June 2016

- Created 2D Tron game in **Java** .
- Implemented an intuitive wrapper for **Java FX** and **Swing** graphics libraries.
- Designed an **AI** to compete with a single player user.

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.

EXTRA CURRICULAR

COMPUTER SCIENCE GAMES

- Participated in the annual CS Games in 2017.
- Competed in challenges from various disciplines of computer science including **artificial intelligence** and **theoretical computer science** .

REFERENCES AVAILABLE UPON REQUEST