# 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 • Shell • Python • C++ • iOS • 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.

- Lead Computer Vision Developer
- Taught a new generation of develoers 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 application for the organization.
- Assist in office activities.

# CANADA SOUTH SCIENCE CENTRE | TECHNICAL SUPPORT /

### **CUSTOMER RELATIONS**

July 2012 - July 2015 | Windsor ON

- Developed an iOS application for the organization.
- 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 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

- 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

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

# 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