

UMAR JAVAID

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EDUCATION

McMaster University

Bachelor of Computer Engineering (CO-OP)

Hamilton, ON

Sep 2022 - Apr 2026

- Engineering Award of Excellence.
- Dean's Honor List.
- Relevant Courses: Logic Design, Data Structures & Algorithms, Microprocessor Systems, Electronic Circuits & Devices I, Circuits & Waves, Linear Algebra.

PROJECTS

LiDAR Lite - 3D Spatial Mapping | C++, Python, Open3D, Embedded Systems

Jan 2024 - Apr 2024

- Developed a LiDAR-based 3D scanning system using a VL53L1X Time-of-Flight sensor and ARM Cortex-M4F microcontroller, achieving a 360 degree view of indoor environments with a range of up to **4 meters**.
- Established **I2C** communication between the Time-of-Flight sensor and the microcontroller, and utilized **UART** protocols for data transfer between the microcontroller and a personal computer.
- Generated an accurate 3D Visual Representation of the surroundings in Python using the **Open3D** library, which provided a clear and interactive understanding of the spatial data.

FPGA Game Development | Verilog, VHDL

Jul 2024 - Aug 2024

- Recreated Pong on the Nandland GoBoard using Verilog, achieving a fully functional hardware version of the classic game with a **60 Hz** refresh rate.
- Employed debouncing techniques to ensure smooth button inputs, reducing input lag to under **10 milliseconds**, and used a 7-segment display to show the score of up to 9 points for each player.
- Integrated UART communication at 115200 baud rate and VGA output at **640x480** resolution, enabling efficient data transfer and clear visual display on a monitor.

Hack Computer | Assembly, C++

Nov 2023 - Jul 2024

- Engineered a **16-bit Arithmetic Logic Unit (ALU)** with signed number representation, capable of complex arithmetic and logical operations.
- Designed a memory architecture, including RAM and register files, for efficient data storage and retrieval.
- Constructed a **CPU** capable of executing custom machine instructions, seamlessly integrating control logic with the ALU and memory to achieve full computing functionality.
- Developed a C++ **assembler** that converts assembly language into machine code.

Snake Game | C++, VS Code

Nov 2023 - Dec 2023

- Developed a modular, object-oriented Snake game, featuring a dual-player mode for players on the same device.
- Enhanced performance by using linked lists, stacks, and queues, improving memory efficiency by approximately **30%**, resulting in smoother gameplay.

ComfortClick | C++, Arduino, Autodesk Inventor, Ender Pro 3

Feb 2023 - Apr 2023

- Created a touch-sensitive infrared remote for a client with Multiple Sclerosis.
- Programmed the touch interface in C++ on **Arduino**, using ADCTouch and CapacitiveSensor libraries for precise touch detection.
- Achieved compatibility with major brands like Sony, Panasonic and Samsung by utilizing the **IRLib** library to encode hexadecimal values into device manufacturers' IR protocols, making the remote very versatile.
- Modeled an ergonomic remote case and holder in Autodesk Inventor and 3D printed them using an Ender Pro 3, achieving a functional and user-friendly design.

TECHNICAL SKILLS

Programming Languages: Java, C#, Python, C/C++, Verilog, VHDL, CSS, Html, JavaScript, Assembly.

Libraries: Bootstrap, jQuery, Matplotlib, Numpy, ADCTouch, IRLibAll, OpenAI.

Tools: Arduino, Altium, Autodesk Inventor, PrusaSlicer, Figma, Eclipse, iCEcube2, NetBeans, Intel Quartus, Git, LTSpice, Microsoft Office, VS Code, MATLAB.

Equipment: Multimeters, 3D Printers, Soldering, Oscilloscopes, Signal Generators.