Utsharga Rozario

- SOFTWARE ENGINEERING STUDENT -

CAREER GOAL

TO OBTAIN THE SKILLS TO WORK AND RESEARCHING IN QUANTUM COMPUTING, AND IN THE LONG TERM SETUP MY OWN RESEARCH FACILITY AND HELP MY COUNTRY DEVELOP FURTHER INTO A MODERN ERA.

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HIGHLIGHTS OF QUALIFICATIONS

- *Enrolled in level 2 of the 4-year Software Engineering Co-op program*
- *Developed excellent leadership and teamwork while working in group projects*
- *Displayed strong time management and organizational skills while being a part of the Engineering Representatives*
- *Strengthened analytical and problem solving abilities to identify problems and implementcorrective solutions using fundamental engineering techniques acquired through course and project work*

EXPERIENCE

English Teacher | 08.2017- 08.2019
Radiance: Training Institution and Consultancy
Helped students enhance their english speaking and writing skill

Graphics Designer | 08.2016 - 04.2018
SFX Greenhearld International School
Designed and worked on various events with school Alumni for promotional poster and magazine designs

PERSONAL PROJECTS

Tic-Tak-Toe | 2017
Made a tic-tak-toe game in VB
Displayed the game in VB and asked for input each turn

Connect 4 | 2018
Made the connect 4 game in VB
Used differnet modules and algorithm to make game efficient

EXTRACURRICCULAR ACTIVITIES

Volunteer for IMCL | 2018
Was techniocal support at rooms of 20 professors and teachers from all around the globe
Learned to be organized and communicate better

Engineering Welcome Week Representative | 2019
Coordinated with other representatives
Interacted with first year students and mentored some of them
Gained leadership and teamwork skills

SKILLS

Skill	Level
Python	●●●●○
Visual Basic	●●●○○
C	●●●○○
PhotoShop	●●●●●
Illustrator	●●●●●

Other skills:
- HTML
- AutoCAD and Inventor
- Video Editing
- Marketing

EDUCATION

Software Engineering | 08.2018 - Present
McMaster University
Enhancing knowledge of coding and fimilarizing myself to the code of ethics engineers must follow

Relevent Courses:
Principles Of Programming
Software Design I
Data Structures and Algorithms
Digital Systems and Interfacing

Academic Projects:

LoopHole | 2018
Designed a device for a physically challenged client
Device was made with 3D printed parts, polyester and steel
Device helped the client open the door to her apartment independent of external help

Modular Hand | 2019
Designed a 3D prosthetic hand with Autodesk Inventor
Design worked with a single motor and was made to have 1/120 of the speed of motor as output
Design consisted of 20 gears and accurately fit into the frame of the prosthetic arm

LANGUAGES

- ENGLISH 100%
- BENGALI 100%
- HINDI 50%

INTERESTS

QUANTUM MECANICS   CODING   GRAPHICS DESIGNING