# VENISSA CAROL QUADROS

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Emerging post-graduate in Electrical Engineering (M.Sc., McGill) with 2 years of professional experience in Python development, robotics projects, and accessibility-focused technologies. Eager learner and technology enthusiast accustomed to multidisciplinary environments.

## EDUCATION

**M.Sc. Electrical Engineering-Thesis** CGPA: **4/4***
McGill University, Québec, Canada Sep 2022- present

**B.E. in Electrical and Electronics Engineering** CGPA: **9.45/10**
BMS College of Engineering, Karnataka, India Aug 2016- Sep 2020

## WORK EXPERIENCE

**Robotics Engineer (Electronics)/ Intern** **Sep 2021 – Jul 2022**
***Kaaya Virtualization Tech Private Limited***

- Designed and tested custom need-specific electronics through the integration of off-the-shelf products. Implemented software for electronics hardware testing.
- Planned and implemented power wiring, communication wiring, hardware safety, and control features for multiple projects including a 7-foot+ humanoid robot.

**Freelance Technical Content Writer** **May 2021 – Sep 2021**
***ProjectPro***

- Researched and wrote articles on technical concepts like Feature Engineering, Exploratory Data Analysis, and Gradient Descent.
- Provided original long-form content for the blog aimed at enabling beginners to adopt Data Science and Machine Learning concepts.

**Digital Technology Co-op/ Intern** **Jan 2020 – Jan 2021**
***GE Healthcare***

- Developed a Graphic User Interface for data copy operations using Flask, AWS CLI, and Boto3 SDK.
- Developed applications with Spark and worked with PySpark, Scala, and Dataframes library for data manipulation and validation.

**Intern** **Jun 2018 – Jul 2018**
***BASF***

- Gained hands-on experience with wiring and speed control of AC motors using VFD.

## TECHNICAL PROJECTS

**Designing Interactive Audio-Haptic Experiences for Refreshable Tactile Displays (Master's Thesis)**
*COLLABORATING ORGANISATION: HumanWare*

- Explored a twofold approach to improving access to tactile graphics by introducing interactive enhancements to reduce tactile literacy demands and streamlining authoring to increase material availability. Interactive experiences can be accessed via our Monarch client application (https://github.com/Shared-Reality-Lab/IMAGE-Monarch) and created using our authoring tool

(https://github.com/Shared-Reality-Lab/IMAGE-TactileAuthoring).

**TremCasso**

- A force-enabled color picker to support users with physiological tremor (https://github.com/VenissaCarolQuadros/TremCasso). Featured in "Exploring Haptic and Multimodal UX Design Through Distributed CanHap501 Projects" (WHC23 Demo).

**SMIDGE**

- An Android accessibility service that employs hand gesture-based shortcuts to access applications (https://github.com/VenissaCarolQuadros/SMIDGE).

## SKILL SET & LANGUAGES

**Programming Languages:** Python, Java, C/ C++, Javascript
**Frameworks & Tools:** Flask, PySpark, Android SDK, Docker, Git
**Platforms:** AWS, MATLAB, 3DEXPERIENCE
**Languages:** English (Fluent); French, German, Hindi and Kannada (Intermediate)

## HIGHLIGHTS

❖ **ACHIEVEMENTS**

- Secured First Rank in Bachelor of Engineering (Electrical & Electronics Engineering Department) for the Academic year 2020.
- Triple bronze medalist in the 61st National School Games held at Kozhikkode, Kerala.
- Represented VTU at All India Inter-University Athletics Championship at Alva's, Moodbidri (Nov 2018) and ANU, Guntur (Dec 2017).

❖ **POSITIONS OF RESPONSIBILITY:**

- Coordinator of Electrical and Electronics Department, BMSCE for the academic year 2018-19; Responsible for coordinating the 3 department events and 2 workshops for the Annual National Technical Symposium.
- Captain of the BMSCE Athletics Team from 2017-19; Responsible for selection and training of the team, with an average strength of 10, for the VTU Inter- collegiate Athletics Meet.