

Yanushka Gnanamuttu

Computer Engineering Student – Year 2

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🐙 <https://github.com/YanuG>

Technical Skills

- **Languages:** Java, Python, C++/C, JavaScript, CSS, HTML, Go, Prolog, Racket
- **Technologies:** OpenCV, Git, Multi-threading, Hierarchical Databases, Concurrent Programming, Linux

Projects

RoboBoat Jan. 2017 – Present

- Researched and developed robust vision applications using OpenCV for Robobot 2018 competition
- Coordinated, scheduled and attended meetings with software development team

Recycle Sorter March 2016 – Dec. 2016

- Created and implemented scripts on Raspberry Pi and OpenCV (Haar Cascades) to detect cans and water bottles using Python and C++
- Designed and implemented algorithms on Arduino and RaspberryPi to control components within a Linux platform

Related Experience

Ottabotics – University of Ottawa March 2016 – Present

Co-founder & Vice-Operations

- Organized and presented the learning project, technical workshop for new members joining Ottabotics
- Assisted new members in troubleshooting and testing their designs for the learning project
- Support Project Managers to ensure proper management of competitions within the team
- Presented a series of Arduino workshops in collaboration with University's IEEE Student Chapter

Engineering Student Society – University of Ottawa May 2016 – April 2017

Manager of Competitions

- Orchestrated University of Ottawa Engineering Competition (uOEC) for 150 competitors
- Managed a team of commissioners and volunteers
- Design and tested 4 different challenges for the problem-solving categories

FIRST Robotics Team 1075 – Sinclair Secondary School Sept. 2013 – June 2015

Student Member

- Brainstormed different mechanical designs for the robot to complete a specific challenge
- Prepared and executed different test cases

Education

Candidate for the Bachelor of Applied Science Sept. 2015 – Apr. 2019

Computer Engineering

University of Ottawa, Ottawa, ON

- Relevant Course work:
 - Circle the Dot: Graphic User interface of a graph that utilizes object oriented programming, queues, stacks and linked-list manipulation to change game output
 - Basic Computer: Designed a control unit and incorporate it with given components by coding the embedded system to compute basic arithmetic