



HIGHLIGHTS OF QUALIFICATIONS

- Currently enrolled in level 3 of the 4-year Computer Engineering co-op program at McMaster University with a CGPA of 3.9/4.0
- Proficient in **C/C++**, **Python**, **Verilog HDL**, **HTML** and **CSS** languages
- Excellent collaboration and communication skills developed through numerous group labs/projects in and out of university
- Strong scheduling, organizational, and time management skills developed as an engineering student and volunteer teacher
- Demonstrated aptitude by learning and applying new concepts while working on personal projects
- Experience with programming/building embedded systems, digital logic, and AI through school and personal projects

SKILLS

Programming Languages

- C/C++, Python, Java, Verilog HDL, HTML & CSS, MATLAB, Bash Scripting

Software/Applications

- GitHub, Quartus, ModelSim, Visual Studio, OpenCV, Arduino IDE, Simulink, AutoCAD, Microsoft Office

Soft Skills

- Planning/scheduling
- Time management
- Organization
- Group collaboration
- Creative problem solving
- Critical thinking
- Quick learner
- Written and verbal communication
- Persistent work ethic

EDUCATION

Bachelor of Engineering, Computer Engineering at McMaster University

- Balanced intense engineering workload with extracurricular and personal activities
- Led and collaborated with groups of 2-6 students on several graded engineering projects
- Developed and applied knowledge of object oriented programming, software design principles, software documentation, digital logic, and digital systems design through graded programming and microelectronics labs, maintaining a 4.0GPA
- Achieved the Dean's Honour List award

PROJECTS

Pacemaker DCM

- Created the DCM for a pacemaker device with a partner, integrated project with rest of the team (of 6 members)
- Demonstrated knowledge and understanding of software design principles (ex. coupling/cohesion, information hiding, etc.)
- Performed black/white-box testing to debug software and documented each module's responsibility, interface, and implementation

Spotify Music Player

- Created a device that allows the user to control their Spotify music playback through a physical board
- Used the Arduino microcontroller, the Spotify web API, Python and C++ languages

Emotion Detector + Music Player

- Created an application that recognizes the user's current emotion and plays the appropriate music through Spotify
- Self-taught machine learning/computer vision tools and concepts
- Used the OpenCV library, Keras framework, and Python language

Personal Portfolio Website

- Built a website from scratch to showcase and document my personal projects in detail
- Self-taught HTML, CSS, and other responsive web design principles