





# Mike McClintock

First Year Computer Engineering Student

Waterloo, Ontario   
m2mclint@uwaterloo.ca   
+1 (519) 123-4567   
whitehouse.gov 

## Languages

- C, C++, Python, Javascript, VHDL, Java
- HTML, CSS, XML/KML

## Hardware

- Intel MAX10 FPGAs
- STM32 Microcontrollers
- Arduino

## Tools and IDEs

- Altera Quartus II, Cadence Allegro, OrCAD
- Android Studio, Keil uVision, Eclipse
- QGIS, Google Maps API, Git, Bash

## EXPERIENCE

### A Robotics Company

#### Embedded Engineering Intern

*Worked with the Electrical Engineering team on the Advanced Robotics - [name redacted] project*

- Went through entire **PCB development** cycle from schematic drawing to production with **Cadence**
- Programmed STM32 Microcontrollers from scratch with **Embedded-C** and piloted the use of STM32CubeMX software to shorten development time within the team
- Acquainted with **Agile Development** with **JIRA Software**
- Shortened infrared sensor testing times in half by rewriting and debugging old microcontroller code

### A Government Office

#### Government Intern

*Assisted with the day-to-day operations of [certain political office]*

- Demonstrated exemplary writing and judgement skills by drafting official letters to Ministers and Members of Parliament on behalf of [office]
- Assisted in the maintenance of [database software] for constituents and used mapping technology to shorten planning time for outreach canvassing
- Procured efficient communication skills by assisting with intake of constituent casework files

## EDUCATION

### Bachelor of Applied Science, Computer Engineering

University of Waterloo

2016 - 2021

President's Scholarship Award Recipient

## PROJECTS

### Election 2019 Map Kit

*Python, KML, QGIS, Google Maps API*

*[www.github.com/link/](http://www.github.com/link/)*

A data visualization tool for local campaigns to see poll-by-poll voting results from the 2015 Federal Election in Google Maps to prepare for the 2019 Campaign.

### Shake-2048 Sensor-Based Android Game

*Java, Android Studio*

*[www.github.com/link/](http://www.github.com/link/)*

Part of a team of three that created our take on the popular 2048 game - instead of swiping to move the blocks, motion sensors detected device movement for gameplay

## INTERESTS

- Discussing Politics
- Third Generation Vancouver Canucks fan, also a certified ice hockey referee
- Classical music, RCM Level 10 Certificate holder