



## Engineering Co-op Program University of Alberta

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University of Alberta  
Computer Software Engineering  
Class of 2019  
Cumulative GPA: 3.6/4.0

### Skills

- Languages:
  - Advanced: Python, Java
  - Intermediate: Assembly, SQL, Swift, HTML/CSS/JS, D3.js, LabVIEW, C, C++, MATLAB
  - Experience with: LUA, Node.js
- Concepts:
  - Agile Development
  - Version Control (Git)
  - Object Oriented Programming
  - Android/iOS Development
  - Data Visualization
  - Neural Networks and Fuzzy Systems
  - Database Management

### Interests

- Avid sports fan and weightlifter
- Casual photographer
- Fascinated with simple solutions to complex problems
- Interested in creating art using code

## Employment

### Garmin Ltd.

January - August 2017

Software Engineer Intern

- Researched and developed an automated framework for product verification initially conducted by fellow interns
- Developed parsing tools to conduct data analysis and present summarized testing results
- Implemented fully automated testing scripts in multiple languages to validate product performance
- Utilized various agile development tools to plan, organize, and track daily tasks and issues with co-workers from different teams and regions
- Exposed to various project tasks such as measuring current consumption, modifying android and PC based applications, designing proper testing suites, along with writing, modifying, and running device regression tests

### Aerospace Engineering Test Establishment

May - August 2016

EMC Test Developer

- Utilized graphical programming methods in the LabVIEW environment
- Created robust and thoroughly documented application drivers for data acquisition instruments
- Worked extensively with RF power meters, vector signal generators, RF amplifiers, and electric field monitors
- Integrated multiple instrument drivers to design and create an automated suite for EMC testing in controlled environments

## Projects

### Built To Ball (In progress)

[Visit Web Page](#)

- A visual breakdown of the NBA's genetic history
- Created using D3.js, CSS, HTML, and a passion for sports



### Tap Master

[View on App Store](#)

- Simple 2d arcade game designed to test reaction time
- Created in Swift for iOS and Java for Android



### Tank Simulation I Pason Coding Contest

[Visit GitHub Page](#)

- An AI with the ability to seek out and shoot at enemy tanks within a simulation
- Created in Java and gained familiarity with Amazon Web Services



See more on my [GitHub](#).

## Involvement

### VP External I Computer Engineering Club

April 2016 - December 2016

- Organize, plan and run events to connect engineering students with the industry
- Contact and maintain connections with industry representatives on behalf of Computer Engineering Club

### Website Coordinator I Engineering Students' Society

April 2015 - April 2016

- Organized and maintained the ESS' official website
- Gained experience with Wordpress, JS, CSS, and HTML

### VP Communications I First Year Engineering Club

October 2014 - April 2015

- Communicated important events, announcements, and general information to students
- Organized and executed several on-campus events for first-year engineering students