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Education

Bachelor of Engineering, Computer Engineering

Ryerson University, Toronto

· Relevant Courses: Algorithms and Data Structures; Object Oriented Analysis and Design; Digital Systems

• Awards: Dean's List Recipient (2019 - 2020)

Projects___

Mars RoverWith Ryerson Rams RoboticsPLATFORMS USED: PYTHON, JAVASCRIPT, LINUX, ARDUINOMarch 2020 - Present

• Researched and developed autonomous path-finding algorithms in Python to enable self driving and concurrent navigation

- functions
- Designed and deployed real-time overhead mapping and simulated radiation visualization using sensor data and JavaScript
- Integrated camera tag detection software with intelligent driving system to sequentially seek and analyze location markers

Note Taking App (Name TBD)

PLATFORMS USED: DART (FLUTTER), SQL

In Progress

Expected Graduation: April 2022

- Developed a note taking application using the Flutter SDK and SQLite for database management
- Created a robust backend for various types of customizable notes using Object Oriented Programming in Dart
- Currently implementing more features, including to-do lists, calendar integration, reminders and cloud backups

Portfolio Website

PLATFORMS USED: JAVASCRIPT (REACT), HTML, CSS (BOOTSTRAP FRAMEWORK)

September 2020

- Created a responsive website to showcase my previous and current projects using Bootstrap and React
- Implemented custom JavaScript components to display information and dynamically adapt to different screen sizes
- Used SendGrid API to handle email delivery and libraries such as Router to navigate between pages and Spring for animations

Extracurriculars and Achievements_

Ryerson Rams Robotics

AUTONOMOUS SYSTEMS AND GPS TEAM LEAD

Present

- Lead a team of 5 10 members focused on developing autonomous rover functions and GPS tracking
- · Delegated tasks to different team members and guided them in order to meet stringent criteria
- · Collaborated with other team leaders to connect autonomous functions with Base Station GUI and obstacle detection

Reverse Engineering Design Competition, 3rd Place

TEAM LEADER November 2018

- · Conceptualized a white cane for the visually impaired, outfitted with a proximity sensor and vibration motor for feedback
- Managed and guided a team of 11 peers by allocating work, coordinating efforts, proposing ideas and making final decisions, as well as initiating communication between members and professors

Skills.

Programming Languages: Java, C, Python, Dart (Flutter), JavaScript, Arduino, VHDL

CAD and Design: Eagle, Quartus II

Others: HTML, CSS, Microsoft Word, PowerPoint, Excel