Alexis Murari

Future Computer Engineer with Artificial Intelligence Minor

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Problem solver and fast leaner Computer Engineer undergraduate looking forward to apply all the knowledge I learned through my courses, school projects and personal projects.

EDUCATION

University of Toronto (2018 – Present)

 4th Year Electrical and Computer Engineering pursuing a minor in Artificial Intelligence and an Engineering Business certificate

French Baccalaureate (Scientific) (June 2018) - Obtained my diploma with highest honors

EXPERIENCE

Computer Engineering Intern - Virtual Park Belgium - (May - September 2021)

- Performed research to evaluate the use of hardware components to perform precise tracking for VR use. My goal was to analyze if the components were precise enough and measure their performance to determine if they were a feasible solution for the company.
- Additionally, I was actively participating with the research team to optimize and find better solutions to improve the different attractions or to make the attractions more user-friendly. Moreover, I fixed Hardware and Software issues of several devices/components used in the Park.

RELEVANT PROJECTS

Academic Projects:

- Mushroom genus detection and classification (Python) (February April 2021)
 - o Worked in a team of 4 for a Machine Learning project which detects and classify mushrooms
 - o Data Cleaning & Augmentation, Transfer Learning, ANNs, CNNs and performance measurements
- File Transfer and Text Conferencing (C) (September December 2020)
 - Computer Networks project where I developed the server and client program for file transfer and text conferencing
 - Developed a great understanding of computer networks concepts and TCP/IP and UDP protocols
- Geographic Information System (GIS) (C++) (January April 2020)
 - Collaborated in a team of 3 where we designed an interactive map and implemented shortest path algorithms
- 3D stack game on ARM processor (System C) (April 2020)
 - Computer Organization project where a 3D game design logic and display were designed and implemented using ARMv7 DE1-SoC development board.
- Memory game on a FPGA board (Verilog) (November 2019)
 - Designed and implemented display, randomizer, and finite state machine modules

Personal Projects:

- Soundboard application on Android (Java Kotlin) (Summer 2020)
 - Designed and created a Soundboard app using Android Studio

SKILLS

- Languages: French (native), Italian (fluent) and English (fluent)
- Programming Languages: C/C++, MATLAB, Python, Verilog, HTML/CSS, Java
- Great understanding of Algorithms and Data structures and Operating Systems
- Strong knowledge in Computer Hardware and Computer Architecture
- Proficiency using MS Office (Word/Excel/PowerPoint), Windows and Mac OS and Linux distro
- Experienced in FPGA and ARM processor programming (ALU and VGA adapter design)
- Teamwork and Leadership developed through years of competitive soccer and various activities.

AWARDS

- (2018) UofT Entrance Scholarship
- (2017) Olympiades de Mathématiques: math contest; 1st in my high school and 7th in Canada
- (2016) Concours Cayley (Waterloo): math contest; top 25%
- (2015) Concours d'Art Oratoire: French public speaking contest 3rd place & Audience award

VOLUNTEERING

• (2017) Volunteering at Habitat for Humanity ReStore.