

Antonio Martin-Ozimek

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Engineering
at Alberta

Education

University of Alberta – Bilingual BSc in Computer Engineering, Co-op Class of 2026

Key Classes – Object Oriented, Tangible Computing, Computer Logic, Microprocessors

Skills – Python, C++, MATLAB, Arduino, HTML5, CSS, C, JavaScript, Unity Engine, C#, VHDL

Projects

Personal Website | HTML5, CSS, JavaScript

- Learned **HTML5** and **CSS** to create the front-end of my website and **JavaScript** to learn the back-end portion of website development

Edmonton Graph | Python, C++

- Implemented **Dijkstra's algorithm** in **C++** to find the shortest path between two nodes located on a map of Edmonton
- Implemented a **client-server pipeline** to allow the server to process coordinates sent by the client

Ruby 2D Game | Unity Engine, C#

- Built a top down 2D game using the **Unity Engine** as the main development environment
- Wrote scripts in **C#** to implement colliders, enemy AI, and health/damage systems

Traffic Light | VHDL

- Developed a program in **VHDL** that takes inputs from 4 switches to output a red light for every display except one sequence that turns green
- Also implemented a seven-segment display that counted from a chosen number up to 100

Experience

Le Fournil | Barista

June 2022 – August 2022

- Learned **barista skills in one week** to help keep up with demand and increase coffee sales
- Strengthened language skills by **communicating in French with coworkers and clientele**

JOEY South Common | Server

August 2020 – May 2022

- Progressed multitasking skills by concurrently **managing over 180 customers** every shift
- Worked my way up to the **top 15 servers** at my location with an over average tip percentage

Vertically Inclined | Instructor

August 2018 – Current Day

- Started my career working with customers to help develop their climbing skills
- Teach as the lead instructor in semester long technical climbing course

Volunteering

Future Creators | Arduino

January 2022 – August 2022

- Led a term long project using the **Arduino** framework to 13 children from grades 5 to 12
- Took input from an **ultrasonic wave sensor** and outputted distance to terminal while activating a **servo** to release a catapult

Vertically Inclined | LIT

May 2018 – August 2018

- Volunteered to teach weeklong summer climbing courses to junior high children
- Created relationships with a local company and was then offered a position

Non-Technical Skills

- Bilingual: French & English, Class 5 GDL