

Aryan Gandhi Computer Engineering Student

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TECHNICAL SKILLS

Hardware

- Microcontrollers
- Oscilloscopes
- Multimeter
- Breadboard
- DE1-SOC Board

Software Tools

- MATLAB
- SolidWorks
- Android/Visual Studio
- Flutter
- Microsoft Office
- GitHub
- Quartus
- ModelSim

Programming

- C
- Python
- Java
- Dart
- SQL
- Verilog
- ARM
- HTML/CSS/JavaScript

EDUCATION

University of British Columbia
Bachelor of Applied Science - Computer Engineering

May 2023

DESIGN TEAMS

Mars Colony, University of British Columbia
Architecture Team

Sept 2020 – Present

- Responsible for designing components, ensuring team efficiency and production of high-quality work
- Primary designer for Hydroponics Project, currently in researching and data collection phase; future plan includes CAD design using SolidWorks

UBC Launchpad, University of British Columbia
Software Developer

Sept 2020 – Present

- Partnered with other developers and designers to ideate and build a project for 4-8 months
- Learned different languages such as Typescript and React.js in order to implement frontend and deployed SQL and Postgres for backend

TECHNICAL PROJECTS

RISC Machine, University of British Columbia

Nov 2020

- Designed and accomplished a 16-Bit instruction supported CPU on an FPGA Board DE1-SOC utilizing Verilog, Quartus, and ModelSim

Graph Abstract Data Type, University of British Columbia

Nov 2020

- Implemented a graph interface using two different graph representation
- Developed several algorithms, such as Breadth and Depth First Search
- Utilized graph interface to mimic a similar interface used in social media

Image Processing, University of British Columbia

Oct 2020

- Coded an image processor using Java and IntelliJ IDE in order to perform a mirror, rotate, and green screen function
- Collaborated using GitHub, creating branches and managing merge conflicts to optimize group functionality

- Constructed robust testing strategies for code to ensure well-written code and branch coverage in addition to general correctness
- Maintained best coding practices by writing method specifications to assure readability and maintainability of code

Autonomous Claw, University of British Columbia

Feb 2020

- Prototyped and manufactured metal claw using hand tools, optimizing its ability to collect a variety of objects
- Created Arduino code in C which communicated with a sonar sensor and servo motor, giving the claw its autonomous nature
- Collaborated in a team setting, organized meetings, followed strict deadlines, and presented claw through a professional poster

Simon Game, University of British Columbia

Nov 2019

- Designed a memory game using C programming language and DAQ Simulator

STUDENT TEAMS

Developer Students Club, University of British Columbia Relations Director

Aug 2020 – Present

- Plan events and arrange speakers for workshops and events
- Improved written and verbal communication and project management skills by planning events

Engineering Without Borders, University of British Columbia Youth Venture

Sept 2019 – Sept 2020

- Advocate and develop innovative solutions for environmental change within UBC and Vancouver
- Planned creative and interactive activities contributing to first year engineering students' positive experience and overall success during transition to university

WORK EXPERIENCE

Wize, Vancouver, British Columbia Class Ambassador

Jan 2020 – Present

- Convey weekly 'course news' updates of topics covered in class and devise course layouts to ensure effective student learning in the course

VOLUNTEER EXPERIENCE

Engineering for Kids, Calgary, Alberta Mentor

Mar 2019 – Apr 2019

- Introduced younger kids to STEM related fields through variety of hands-on activities

AWARDS

Seymour Schulich Academic Excellence Entrance Scholarship	2019
Alberta Children's Hospital Scholarship	2019
Alexander Rutherford Scholarship	2019

INTERESTS AND HOBBIES

Computing, Basketball, Volunteer Work, Health & Well Being, Puzzles, Reading