www.bobwei.ml







Work Experience



Python



C/C++





HTML/CSS



JavaScript



Unity3D







Android Studio



Node.JS

Canada Wide Science Fair

Bronze Medal

Silver Medal

Sir Winston

Professional

Churchill Staff Award

Engineer's of Ontario

Engineering Award

Canadian Secondary **School Rowing**

Embedded Software Developer | Waterloop

September 2017 – Current

- **Increased** the **efficiency** of the **Hyper-loop** pod's **AVR micro-controller** architecture (Arduino & Raspberry Pi) by 30%, specifically designing and writing the C++ code libraries responsible for string manipulation and memory management
- Participated in critical design/architecture decisions relating to the embedded systems and data transfer protocols to be implemented in the Hyper-loop pod, taking into consideration various software failure scenarios and software compatibility
- Deployed Python code for parsing the raw data coming from various temperature, pressure, and proximity sensors located throughout the pod. Such data is used for monitoring and diagnosing the overall state of the Hyper-loop pod

Research Assistant | Brock University

June 2016 - June 2017

- Developed **Python** programs for material physics research conducted at Brock University
- Automated data collection from piezoelectric sensors and accelerometers, significantly improving the efficiency of such experiments. Increased precision of experiments by 40% through frequency optimization algorithms (Fast Fourier Transforms)
- Presented novel experimental approach and research conclusions at the 2017 Canada Wide Science Fair, receiving Bronze Medal honors and scholarship recognition from Western University and the University of Ottawa



Projects

Infini-Runner: Unity3D Game | 🚭 🔕 🤢





https://github.com/bobqywei/Runner3D

- An in-progress 3D platformer game for both Android and iOS (https://youtu.be/rk8PiT0AI7s)
- Implemented procedural path generation, object oriented programming, and built-in Perlin **Noise** randomization algorithms to provide unique continuous gameplay

Raspberry Pi Coding Assistant | 📌 鉴



https://github.com/bobgywei/Coding-Assistant

- A voice assistant developed specifically for the needs of those learning C programming
- Includes functionality for pulling code excerpts and concepts off the internet and for editing and compiling C files

miniML: Sign Language App | 🗬 📵



Submitted as a group project for Hack the North 2017

Education

University of Waterloo

Bachelor of Software Engineering (3.95/4.0 GPA)

Relevant Academic Work | 🌪 🍨





Studied C in the CS137 course, as well as Python and Java through high school courses



Rowing **Personal Training** Basketball **Computer Hardware Graphic Design**