Clyde Bujari

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EDUCATION

UNIVERSITY OF CENTRAL FLORIDA — ORLANDO, FL

Expected Graduation Dec. 2021

• Bachelor of Science in Computer Engineering

• Overall GPA: 3.52/4.00

• UCF Burnett Honors College Student

TIMBER CREEK HIGH SCHOOL — ORLANDO, FL

Graduated June 2017

SKILLS

SOFTWARE:

- Proficient in C, Python, and Java programming
- Solidworks/Autodesk Inventor CAD
- Xilinx Vivado Design Suite
- Multisim SPICE Simulation

COURSEWORK:

- Computer Science 1 and 2
- Object Oriented Programming
- Circuit Design/Analysis
- VHDL Design/Analysis

- Computer Organization/Architecture
- Embedded System Design
- Artificial Intelligence/Deep Learning
- Robotic System Design

PROJECTS

LINE FOLLOWING ROBOT — FALL 2020

- Worked remotely with a partner to design an autonomous robotic system.
- Used a Raspberry Pi to analyze video feed using Python and CV2, determine best action to keep robot moving along a defined track in real time.

STUDENT SCHEDULER APP — FALL 2019

- Led a team to create a web app for Android and desktop for students to manage schedules and find their way to classes.
- Developed using the LAMP web stack and AWS's services and tools for hosting.
- Used Android Studio to develop a lightweight app version of the site.

CONTACT MANAGER WEBSITE — FALL 2019

- Led a team to create and host a website for users to manage their contact list.
- Developed using the LAMP web stack and AWS's services and tools for hosting.

UCF GREAT NAVEL ORANGE RACE — SPRING 2019

- Led a team of students to design, build and test a fully autonomous boat to traverse a large obstacle course.
- Used SolidWorks CAD software to prototype multiple iterations of a design.
- Controlled via an Arduino Uno using the C programming language.

BANGARANG ROBOTICS TEAM — SPRING 2017

- Formed and co-led a small team to create a competition-ready robot over the course of one month for a high school VEX Robotics competition.
- Used Autodesk Inventor CAD software to prototype multiple iterations of a design.
- Programmed in the RobotC programming language (heavily based on C).