

Nikola Zupancic

Location: Toronto, ON, Canada

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SUMMARY

I am a student studying Computer Engineering at Queen's University. I have knowledge of **Complex Data Structures, Algorithms, and App Development**. I have also tested my skills in **coding competitions**. In group contexts, I am able to push forward valuable ideas without being overbearing, as well as lead group discussions.

TECHNICAL SKILLS

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|-------------------|---|
| Languages | : C/C++, Rust, Python, Java, HTML/CSS, Markdown |
| Frameworks | : Flutter, Hugo |
| Libraries | : SDL2, Raylib, TKinter |
| Databases | : SQL |
| Dev Tools | : Linux, Vim, VS Code, Git, Docker |
| Hardware | : SBCs, Arduino |

EXPERIENCE

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| MNIST Problem Group Member | January 2022 - April 2022 |
| <ul style="list-style-type: none">Classified handwritten digits from the mnist data set using various CNN, etcAchieved an accuracy of > 97%Worked with a team of five to figure out what ML algorithm was optimal for the problemCreated a GUI in python using TKinter to guess drawn handwritten digits using specified ML algorithms | |
| Arduino Prototype Group Hardware Lead | September 2022 – December 2023 |
| <ul style="list-style-type: none">Created a prototype pet collar that theoretically tracked the location and the heartbeat of a petActed as the leader of the group for decisions that were associated with Arduino | |
| Rover Design Lead | Jan 2021 – Aug 2021 |
| <ul style="list-style-type: none">Lead my group in designing a path finding rover for a University CourseWrote C++ code to path find, pick up a flag, and detect obstacles using Arduino | |

EDUCATION

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| Queen's University <i>Bachelor of Applied Science; Computer Engineering</i> | Kingston, ON, Canada September 2021 – Current |
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PROJECTS

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|---|--|-----------------------------|
| Website | <i>Markdown, Hugo, Git, Cloudflare</i> | Source Code |
| <ul style="list-style-type: none">Created a personal website to showcase projects, my resume and contact infoDeployed on Cloudflare pages via Github | | |
| Gameboy Emulator | <i>Rust, SDL2, Git</i> | Source Code |
| <ul style="list-style-type: none">A desktop app that emulates Gameboy Hardware, including CPU, Display, and MemoryStill in progress | | |
| SBC server | <i>Linux, Docker</i> | |
| <ul style="list-style-type: none">A rockpro64 that is running docker on debian-aarch64 to host a NAS | | |

ACHIEVEMENTS

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