NIKOLA ZUPANCIC

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EDUCATION

Queen's University

Kingston, ON, Canada

Bachelor of Applied Science; Computer Engineering

September 2021 - April 2025

- Relevant coursework: Computer Architecture, Data Structures, Algorithms, Object Oriented Programming, Microprocessors and Embedded Systems, Operating Systems, Computer Networks, Database Management Systems
- Awards: Dean's List 2022-2023

EXPERIENCE

Garden Centre Employee

May 2022 - August 2022

Scarlett Gardens

Toronto, ON

- Helped customers by answering questions about plants
- Arranged plants in the Garden Centre based on new arrivals, current stock and climate

PROJECTS

Personal Website | CI/CD, Markdown, Hugo, Git, Cloudflare

September 2023 - Present

- Created a personal website built with Hugo to showcase projects, my resume and contact info
- Deployed on Cloudflare pages via Github

GameBoy Emulator | Rust, SDL2, Git

June 2023 - Present

- Developed a program that emulates Gameboy games on desktop platforms
- Exercised bit manipulation to decode and execute cpu instructions on emulated registers, memory and i/o devices
- Emulated interrupts generated by input and output hardware, including display, timer and joypad interrupts
- Emulated a pixel processing unit that decodes bytes in VRAM into pixels that are displayed using SDL2

Single Board Computer Server | *Linux*, *Docker*

July 2023 - Present

- Configured a rockpro64 to run docker on debian to host a NAS
- Uses a VPN to allow for remote access from other networks

ACADEMIC PROJECTS

Engineering Design Project

January 2022 - April 2022

- Classified handwritten digits using ML algorithms (CNN, etc) with an accuracy of 97%
- Created a GUI in python using TKinter to guess drawn handwritten digits using specified ML algorithms

Arduino Engineering Design Project

September 2022 – December 2023

- Created a prototype pet collar that theoretically tracked the location and the heartbeat of a pet
- Acted as the leader of the group for decisions that were associated with Arduino

Mechatronics Project

Jan 2021 – Aug 2021

- Lead my group in designing a path finding rover for a University Course
- Wrote C++ code for Arduino to path find, pick up a flag, and detect obstacles

TECHNICAL SKILLS

Languages: C/C++, Rust, Python, Java, Javascript, Assembly, Bash, HTML/CSS, Markdown, VHDL, SQL

Libraries: SDL2, Raylib, OpenGL, TKinter

DevOps: Git, Docker

Tools: Linux, QEMU/KVM, Cloudflare, VS Code, Android SDK

Hardware: Arduino, FPGAs, SBCs, Soldering