CAMERON ESTABROOKS

c.estabrooks@queensu.ca 905-536-1475
www.linkedin.com/in/cameron-estabrooks/
www.camestabrooks.ca

EDUCATION

BASc in Computer Engineering, Queen's University, Kingston, ON expected April 2024

Dean's Scholar, Certificate in Business Candidate with the Smith School of Business

- Chancellor's Scholarship winner ($36,000) from 1000+ nominees nationwide for academics, leadership, and creativity.
- Courses: Algorithms, Data Structures, Computer Architecture, Embedded Systems, Engineering Design & Practice

WORK EXPERIENCE

Autodesk Inc, Software Developer Intern May 2022 – Present

Contribute to the design, implementation, development, testing, and deployment of Alias, a large-scale CAD application (~5 million lines of code) used extensively in the automotive and industrial design industry for surface modeling.

- Redesign the application to simplify future development and reduce dependency on legacy code.
- Engineer high-quality, performant **C++** and **QML** code in an **agile environment**, including daily scrum, sprint planning, code reviews, QA activities, and logging issues in **Jira**.
- Collaborate with a highly engaged team of software engineers, QA engineers, and UX designers, locally and globally.

Queen's University: Dept. of Emergency Medicine, Full Stack Developer May 2021 – Sept. 2021

Created an application to analyze performance and provide real-time CPR feedback on a student-led team under the supervision of researchers from one of Canada's top research hospitals, the Kingston Health Sciences Centre.

- Streamlined CPR manikin training for over 400 healthcare workers and critical care nurses.
- Developed 5,000+ lines of code using Java, SQL, CSS, FXML, and JavaScript, while using JUnit 5 for **unit testing**.
- Engineered a custom protocol using C to transfer data from the manikin's embedded system to the GUI.

EXTRACURRICULAR EXPERIENCE

QMIND, Quantum Computing Design Team Member Sept. 2021 – April 2022

Developed a machine learning model capable of novel image generation using a quantum generative adversarial network, which was presented on the national level at CUCAI (the Canadian Undergraduate Conference on AI).

Queen's Space Conference, Director of IT and Webmaster April 2021 – April 2022

Led the IT team for a non-profit, student-run conference that is focused on connecting undergraduates with space industry leaders from NASA, the Canada Space Agency, MDA, and more. Developed and maintained the website.

Queen's Hyperloop Design Team, Control Systems Team Member Jan. 2021 – April 2021

Engineered a web-based GUI using HTML and CSS to remotely control the hyperloop and provide live telematic updates.

Queen's Space Engineering Team, Software Engineer Sept. 2019 – April 2020

Designed software for a rover to autonomously navigate unfamiliar terrain at the University Rover Challenge in Utah.

ACCOMPLISHMENTS

Silver Medalist (Programming Section), Queen's Engineering Competition Jan. 2021

Provincial Champion (Entrepreneurship Section), DECA May 2019

ADDITIONAL INFORMATION

Highly proficient in:	C++, C, Python, Java, Git, Bash
Proficient in:	MySQL, HTML, CSS, QML, JavaScript, Verilog, Nios II Assembly, MATLAB