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June 29, 2023

## C++ DEVELOPER

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I am an Embedded Engineer that dabbles in (almost) every field I can! I would always prefer working on a project using a cool new concept I learned over video games any day. My native languages are C and Python for Embedded and Machine Learning respectively, with Java as a close third, but I pick up most concepts very quickly, and start integrating every skill I can into my projects. Some more details about me:

- I love EVs and anything robotics related. Embedded systems are my bread and butter, but I would also like to explore the field of Software Engineering, as it would mesh well with my knowledge of both Embedded and Machine Learning.
- I have been playing with electronics and making things with them since I was 7.
- Mathew Pellarin and I won first place in the Emulators category at CSGames 2023! We also entered in the Machine Learning and Extreme Programming categories for our university, but did not place.
- I have built an EV platform from scratch using custom PCBs as my Electronics Engineering Capstone.
- I graduated with a Bachelors of Honours Computer Science (AI Specialization) with distinction and a math minor from the University of Windsor, as well as an Electronics Engineering degree from St. Clair College. My GPA for both degrees was around 90%.
- I am currently learning high performance concurrency in Rust by building a concurrent ping engine. The goal is to make a giant poster of a pixel map of which IPs respond and which ones don't.
- I like motorcycling, electric boarding, rock climbing, coffee, and video games! Most of my hobbies have a DIY component to them, and I love to learn new skills.
- I have a lot of experience completing contracts on small to medium projects for both the University and a string of private contracts.

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Sincerely,

*Cole Fuerth*