

Cole Fuerth  
Lakeshore Rd 215, Woodslee, ON  
colefuerth@gmail.com  
+1 519 300 2877

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## SOFTWARE DEVELOPER

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I am a software engineer that loves C/C++ and Python! My idea of a fun friday night is watching some suckerpinch videos, "Harder Drives" has got to be my favourite. I have always been at or near the top of all my classes, and was involved academically wherever I could for the community, through tutoring, TAing, or research. The point here being that I have a diverse skillset and will do my best to be as helpful to the rest of the team as I can be. My distro of choice is Pop!\_OS, but this is simply because I enjoy that it is (almost) Ubuntu, but with the System76 repositories for machine learning and gaming. I do live outside Windsor, but am planning to relocate if I can! 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.
- 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 been playing with electronics and making things with them since I was 7.
- 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.
- 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.

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Sincerely,

*Cole Fuerth*

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