

# DIVYA KAUR

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## OBJECTIVE

Seeking a position in the software engineering field to provide a positive contribution to the organization, enhance my skill set, and personal and career growth.

## TECHNICAL SKILLS

HTML, CSS, JavaScript | C++, C | MATLAB | Object-Oriented Programming | Jira, GIT | Agile development methodology | Software product development life cycle | Experience with Linux/Unix Environments | System Verilog | Perl | VC Formal | UVM | Python

## EXPERIENCE

### Design Verification Engineering Intern

May 2022 – August 2023

Qualcomm Canada

- Responsible for creating test plans, and, writing and debugging tests
- Proficiently employed VC formal and Verdi waveform viewer tools to implement, validate, and debug connectivity
- Used Data Display Debugger to debug and pinpoint issues in C/C++ code
- Utilized System Verilog and Perl to write functional coverage modules and System Verilog assertions to authenticate functionalities exercised by tests
- Implemented SVPL to enhance scalability of functional coverage modules across various projects
- Generated URG reports and used waveforms to debug and close coverage
- Actively participated in weekly team sync-ups and corresponded via emails to convey consistent updates on task progress
- Collaborated closely with senior engineers to resolve issues and accomplish designated tasks
- Have some exposure to UVM and acquired some practical experience with UVM testbench

### Software Engineering Intern

Summer 2021

Lactalis Canada

- Responsible for creating a web application to track the downtime of packaging lines
- Utilized HTML, CSS, JavaScript, jQuery to create and animate the webpage in the SAP DEV environment
- Used ABAP programming language and object-oriented programming to connect to SAP database and store required data
- Responsible for establishing the project scope by communicating with clients and project stakeholders, and conducting usability testing
- Created and maintained design requirements, mock-ups and wireframe/wire flow diagrams for project stakeholders and clients
- Assessed client data to formulate informed design decisions to enhance user experience and communicated recommendations to the project stakeholders.
- Established and met project timelines by creating Gantt charts and regular benchmarking, and leading weekly sprint meetings to share project updates
- Used PowerBI and Excel to create a dashboard to display important data including reasons for downtimes, and performance indicators

### Software Development Intern

Summer 2020

TruHome Facts

- A software start-up currently in stealth, developing an application for the real estate industry to revolutionize the experience of home purchase and construction
- Responsible for the design, development, and testing of the login flow process to optimize the user experience in accordance with the client's requirements
- Utilized the Ionic Framework for mobile app development
- Developed and maintained design process documents for upper management and project stakeholders and ensured timely submission of project deliverables
- Worked and liaised with a highly knowledgeable and experienced project team comprising software developers, project managers, and project stakeholders
- Utilized Bitbucket and Jira to track the progress of project deliverables and milestones, and optimize the priority backlog, using the Agile development process
- Demonstrated strong interpersonal, verbal, and written communication skills by preparing technical memorandums and delivering innovative ideas through weekly sprint meetings and presentations to the project team and stakeholders

### Software and Hardware Developer

October 2020 – April 2021

Spark Design Club | Toronto, ON

- Independently learned and utilized C++ (software) and Arduino (hardware) to develop the item and player movement control and changing of scores
- Utilized GitHub as the development and review environment to actively collaborate and communicate with the project team

## PROJECTS

### Geographic Information System

- Developed a graphical information system for ECE297 course using C++, STL, Git, EZGL library, and object-oriented programming
- Utilized APIs to query geographical information database, and STL data structures to speed up API

## EDUCATION

University of Toronto | BAsC IN COMPUTER ENGINEERING

Expected May. 2024

- Awarded with the Edward S. Rogers Scholarship in recognition for extracurricular involvement