

Ewen Crawford

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EDUCATION

Queen's University

Expected Graduation: April 2024

Bachelor of Applied Science, Computer Engineering

- GPA: 3.25/4.3
- Coursework: Digital Logic Networks, Circuits, Data Structures, Engineering Design and Practice

WORK EXPERIENCE

York Region – Transportation Maintenance Student

May 2021 – Aug. 2021

- Assisted full-time technicians with patrol duties such as performing guardrail and culvert inspections.
- Organized and maintained machinery used for road operations, shuttled people and equipment to job sites.

City of Markham – Lifeguard

Sep. 2018 – Apr. 2020

- Worked as a team with other lifeguards to ensure that the public was kept safe and the pool facilities maintained.
- Consistently met lifesaving standards and regularly worked in a high stress environment.

PROJECTS

Meal Planner App

May 2021 – Present

- A simple Android app for planning meals and indexing recipes.
- Written in Dart using the Flutter mobile framework for UI and an SQLite API for data storage.
- Code available at <https://github.com/eacrawford02/meal-planner-app/tree/develop>

OpenJGE2D – Open-Source Game Engine

May 2019 – Jan. 2020

- Designed and implemented a rudimentary 2D game engine, consisting of core facilities, a multithreaded scheduler, and a rendering system.
- Written in Java using a wrapper for the OpenGL API.
- Documentation available at <https://openjge.github.io/OpenJGE2D-Website/>

SKILLS & INTERESTS

Technologies: Quartus, OpenGL, Git, HTML & CSS, MS Excel

Languages: C/C++, VHDL, Verilog, Java, Dart

Interests: FPGAs, graphics programming, game engine development, mobile app development

Hobbies: Photography, guitar