

Gavin Tranquilino

1B Mechatronics Engineering Student

gtranqui@uwaterloo.ca

gavintranquilino.com

[linkedin.com/in/gavintranquilino](https://www.linkedin.com/in/gavintranquilino)

github.com/gavintranquilino

EXPERIENCE

C/C++ Driver Software Engineer

Apr. 2024 – Present

Wire; Walker Industries Research And Experimentation

Miami, FL

- Designed VR headset lens frames using **SolidWorks**, ensuring precise fit and optimal visibility.
- Engineered a **C/C++** WebSocket interface to transmit tracking data, replacing HID Transport for headset wireless connectivity.

Mechanical Engineering Associate

Jan. 2024 – Apr. 2024

Sheartak Tools Ltd.

Waterloo, ON

- Utilized **SolidWorks** to create 15 custom woodworking cutterhead assemblies, ensuring precision and manufacturing specifications.
- Applied engineering knowledge to create 24 installation manuals based on parts lists, ensuring accurate assembly processes for the clients.
- Utilized **Adobe Premiere** and **Photoshop** to record, script, and edit tutorials and troubleshooting guides for clients, garnering over 1,000 views on YouTube and enhancing client satisfaction.
- Developed a **Python** script to upload 2000+ products on Shopify and OpenCart, automating the process and saving 5 hours of manual work per week.

Robotics Design Team Leader

Feb. 2023 – May 2023

Skills Ontario Competition

Etobicoke, ON

- Leveraged embedded **C/C++** programming and electrical signal processing to drive 3-phase motors.
- Led custom protoboard assembly using SMD and TH soldering, saving 30% chassis space.
- Designed and routed electronics using **KiCad**, resulting in efficient and customized layouts.
- Streamlined milling techniques to fabricate competition compliant hardware housing.

Intake Mechanism Designer

Nov. 2021 – Jun. 2023

FIRST Robotics Canada

Waterloo, ON

- Collaborated to design an intake mechanism using **SolidWorks** for large tennis balls, contributing to our qualification for the FIRST Robotics Worlds championship.
- Enhanced intake reliability through material testing and **3D printing** boosting pickup success from 50% to 80% and optimizing tight corner performance.

PROJECTS

Self-Balancing Unicycle Game/Physics Simulation | *C++, OpenGL, CMake, Raylib, Control Theory, PID, OOP*

- Derived equations of motion using Lagrangian and linearization techniques to estimate and optimize trig calculations.
- Utilized **C++** and **CMake** to develop a graphical simulator, demonstrating cascading **PID control** to effectively manage both the angle and position of the unicycle.
- Implemented **Git** submodules to reference third-party **OpenGL** wrappers, to visualize the simulation.

Blink Twice If You Need Help | *Python, OpenCV, Twilio, Git, GitHub, Face Tracking*

- Engineered a **computer vision** wearable for real time eye tracking, triggering immediate calls for assistance.
- Integrated Twilio for swift emergency contact, reducing response time.

IoT Light Switch Bot/Mount | *Python, Flask, 3D Modelling, 3D Printing, Fusion360, Linux, HTTP, TLS*

- Designed a **3D-printed** mount with an integrated web application for remote light switch control.
- Implemented a **Linux** web server, enabling remote access to room lights globally.
- Innovatively enhanced safety by designing a physical light switch mount, eliminating high-voltage work.

EDUCATION

University of Waterloo

Candidate for BAsC in Mechatronics Engineering

Waterloo, ON

Expected Jun. 2028