

PAVNEET GILL

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HIGHLIGHTS OF QUALIFICATIONS

- Excellent in **Java, Python, C++** and **Inventor** through course work including Prosthetic Hand Frame and Game Creation
- Proficient in **Object Oriented Programming** through projects such as educational quiz game and road crosser
- Strong **Debugging Skills, ability to learn quickly** and **testing** abilities through course work and participation in hackathons and clubs

EDUCATION

Bachelor of Engineering, Computer Engineering (CO-OP)

Expected Graduation April 2021

McMaster University, Hamilton, ON

- Currently in level 2 of a 4-year program

Relevant Coursework

- **Clothes Selector for Physically Limited:** Collaborated with a team of 5 peers to design, plan and prototype a product that helps grab clothes out of a closet
- **Prosthetic Hand Frame:** Designed, planned, and simulated a moving prosthetic hand frame using **AutoCAD Inventor** as well as assembling a **prototype** using 3D printed parts

Relevant Courses

- Professional Engineering
- Engineering Design & Graphics
- Engineering Computation
- Microeconomics

PROJECTS

Line Follower Robot

Computer Engineering, David Suzuki Secondary School

- **Collaborated in a group of 2** to assemble a robot from scratch using wood, Arduino and toolkit
- **Gained experience in computer programming (i.e. C++, Arduino PID)**
- **Testing** of line follower robot through different race tracks

Educational Quiz Game

Computer Science, David Suzuki Secondary School

- **Worked in a group of 4** to create an **Object-Oriented quiz maker/player** using Java that would help teachers create game quizzes for their students
- **Interacted** with teachers to determine optimal specifications and requirements for program
- **Organized tasks** using Gantt Chart and Class lists layout

Road Crosser Game

Computer Science, David Suzuki Secondary School

- **Developed** a game that using a program that consists of **2D arrays, sorting and a GUI (graphical user interface)**
- **Testing** of game through 10 different class members to account for any untested errors through play
- Created a User-Manual for **finished product**

Timer Using Breadboard (Counts to 99)

Computer Engineering, David Suzuki Secondary School

- Applied **basic computer engineering concepts** (i.e. logic gates, 7-segment displays, and electrical wiring)
- Developed **communication skills** by documenting product in a formal-style report

SKILLS

Software

- Experienced in **MS Office** including Word, Excel, PowerPoint, Publisher and Project
- Proficient in **AutoCAD** modeling and **Inventor**
- **Proficient in Python, C++ and Java**
- Basic Understanding of **Maple** and **Mat-Lab**

EXTRACURRICULAR ACTIVITIES

- **Sub-Captain/Member**, Robotics Sept 2016 – June 2017
 - **Worked in a team** of 6 to create the chassis of the robots through assembly, creation of drawings and welding of metal pieces
 - **Participated** in two competitions by being part of the drive team in 2 vs 2 matches
 - **Preplanned** strategies for defending and attacking with new teams formed during competition
 - **Fixed errors in robot with team** during competition by updating autonomous mode and structure as too much load was being applied to the arm of the motors
 - Used first competition as a **learning experience** to improve robot and practice new driving techniques for the second competition, placing higher up the table
- **Executive Member**, Software Development Team (Computer Club) Sept 2016 – June 2017
 - **Worked in a team** of 4 to develop a computer program to be used by staff to buy tickets for weekly events and place orders for food based on their preference on ticket
 - Participated in Waterloo Computing Competition (Using Java), placing in the top 25%
 - Learned new programming languages (i.e. Python and C++)
 - **Modified existing software** for student Schedule Search Program to account for new updates in school schedules such as 2 lunch periods
 - **Debugging** functionality and communication errors in unfinished programs created by previous members

VOLUNTEER EXPERIENCE

Delta Hacks

March 2018

McMaster University, Hamilton, ON

- **Assisted** organizers in running the hackathon by **improving efficiency** by reorganizing and maintaining hardware inventory
- Provided excellent **service to participants** in a **fast-paced environment** by assisting participants in coding and programming-related issues

Air Cadets – (Cadet Sergeant)

Sept 2014 – June 2016

David Suzuki Secondary, Brampton, ON

- Participated in numerous **fundraising and volunteering** events such as poppy selling, tagging (fundraising at stores), selling lottery tickets and Santa Claus Parade
- Exceeded fundraising goals in tagging and poppy selling over \$2000 as a squadron
- Fundraising helped fund events such as gliding, FTX (field training exercise) and squadron events
- **Strengthened discipline and technological skills** through weekly lectures and drills to prepare for annual parade
- Developed **leadership Skills** by training lower-tier cadets through disciplinary skills and weekly drills

Entrepreneurship Mentee

Sept 2015 – January 2016

Junior Achievement in Conjunction with the Royal Bank of Canada, Mississauga, ON

- **Documented** financial records and stock counts of sold products
- **Worked in a team of 30** and recovered a stock gain of \$10 per stock
- Developed **communication skills, teamwork skills** and gained experience of working in a small corporation
- Produced online marketing products (i.e. websites and social media pages) to promote product and sales
- Strengthened **time management skills** through weekly meetings to ensure team productivity and assign tasks to all members

PLASP Child Care Services

Sept 2014 – June 2015

Northwood Public School, Brampton, ON

- **Supervised** 10 to 15 kindergarten children after school
- **Instructed** children on health and healthy habits, and provided them with assistance in eating
- **Communicated** and solved any issues with kindergarteners to ensure a positive environment
- **Socialized** with the students to ensure they are having a fulfilling and enriching experience
- **Organized** creative activities to keep children engaged, and ensured that all children participated