

IVAN BARDZIYAN

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Education

Queen's University

Expected Graduation: May 2027

Bachelor's of Computer Engineering

Kingston, ON

- Courses: Discrete Math, Intro. to Data Science, Digital Systems, Computer Architecture, Object Oriented Programming, Data Structures and Algorithms, Electronics and Electromagnetism

Work Experience

M2M Tech Bytes

Mar 2025 – Present

Machine Learning & Data Science Intern

Kingston, ON

- Performed background research on existing products, services, and datasets to identify **AI/ML** applications to meet client's needs
- Performed processing on datasets utilizing **Python Pandas** to improve data accuracy by over **30%** and provide consistent results to clients
- Leveraged the **Google Cloud Platform (GCP)** to deploy scalable **ML** models and data analytics pipelines, including utilizing **Vertex AI** and **Vision AI**

Smart Vehicle Kill-Switch Project

Sep 2024 – Dec 2024

Course Project, Team Member

Kingston, ON

- Engineered a smart vehicle kill-switch using **embedded controllers**, programming safety triggers in **C** and **Arduino** with GPS, fingerprint, and magnetic switch sensors, achieving **100%** fault detection
- Integrated **microcontrollers**, **sensors**, and **relays**, utilizing oscilloscopes and debugging tools to enhance vehicle safety through a web app built with **Node.js**, **Twilio**, and **Google Maps API**

ESSDEV

Sep 2023 – Apr 2024

Software Developer

Kingston, ON

- Engineered a **Recurrent Neural Network (RNN)** using **Tensorflow** and **Keras** to analyze multi-sensor data post-trick, delivering actionable feedback that improved snowboard trick success rates by over **50%**
- Identified and resolved integration issues in the **4 piezoelectric sensors** using debugging tools, improving data accuracy by **36%** and ensuring consistent model performance
- Improved **RNN** model accuracy by **15%** through **hyperparameter tuning** and integrated the model into a **Django-based web app**, delivering snowboard trick feedback via a dynamic user interface

Projects

To-Do App | *Source Code*

Python | Django

- Developed a to-do list web application using **Django**, implementing robust backend logic for task creation, updating, and deletion
- Implemented user authentication and authorization using **Django's built-in authentication system**, allowing secure and personalized task management

C Social Media Recreation | *Source Code*

C

- Developed a **scalable social media platform** similar to Twitter/X using **C**, supporting **10,000+** users with features like user management, messaging, and dynamic feed updates

Leadership

ESSDEV - Project Manager

Oct 2024 – Present

- **Leading a team** of 5 developers to build a **full-stack** student marketplace application using **React** for the front-end, **Django** for the back-end, and **Firebase** for real-time data management and authentication
- **Managing** project timelines, **delegating** tasks, and driving **Agile development practices**, resulting in a **30%** increase in development efficiency and ensuring on-time feature delivery

Technical Skills

Languages: Python, Java, SQL, C, VHDL, Arduino, Assembly

Tools: AWS, GCP, Git, Power BI, VS Code, Figma, Solidworks & FEA

Libraries/Frameworks: ReactJS, MySQL, Django, Tensorflow, Keras, Scikit-learn