Ivan Samardzic

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Education

Queen's University Sep 2021 — Apr 2025

Bachelor of Applied Science in Computer Engineering *Kingston, ON*

- **Relevant Coursework:** Data Structures, OOP in Java, Algorithms, Operating Systems, Computer Architecture, Data Analytics, Database Management
- **Academic Accomplishments:** Dean's Scholar Distinction (Minimum 3.90 GPA), Principal's Scholarship (Top 5% of admissions)

Professional Experience

Queen's University Sep 2023 - Present

Teaching Assistant - Introduction to Programming for Engineers *Kingston, ON*

- Assisted in teaching a high-enrollment "Introduction to Programming for Engineers" course with over 800 students, providing hands-on guidance during weekly lab sessions to enhance student learning
- Played a pivotal role in assessing student progress by grading large scale coding assignments and giving constructive feedback. Evaluated students' grasp of introductory C language concepts, thus nurturing their skill development
- Fostered a collaborative atmosphere by working seamlessly with a team of 26 fellow teaching assistants, ensuring a harmonious learning environment and consistent student support

Sport Check Oct 2019 - Aug 2021

Sales Advisor *Toronto, ON*

- Thrived in a fast-paced environment, cultivating valuable skills in teamwork, responsibility, and patience, contributing to a positive and productive workplace dynamic
- Took the primary trainer role for the majority of new hires, developing and implementing comprehensive training programs
- Personally attained a 92% customer satisfaction rate, as evaluated through post-purchase customer satisfaction reviews

Projects

Handwritten Digit Recognition | *Python, Keras, Tensorflow, Tkinter, MNIST* | GitHub 2023

- Completed a Python-based deep learning project for handwritten digit recognition using Convolutional Neural Networks
- Utilized the MNIST dataset consisting of 60,000 training images and 10,000 testing images to train and evaluate the mode
- Designed and created an intuitive graphical user interface application utilizing the Tkinter library. This application allows users to draw digits and subsequently predicts them using a pre-trained machine learning model
- Achieved an 88% success rate with the trained model, demonstrating its effectiveness in accurately identifying handwritten digits

Celebrity Birthday Guessing Game App | *Java, Andriod Studio, Gradle, Kotlin, XML* | GitHub 2023

- Designed an interactive trivia mobile application using Java within Android Studio, featuring an interactive point system that intelligently adapts scores according to the complexity of guessing celebrity birthdays
- Created an intuitive user interface using XML, and integrated Gradle for streamlined project management
- Received the class' top score of 100% from the professor for its exceptional implementation of object-oriented programming principles

Skills

Programming Languages: Python, Java, C, JavaScript, MATLAB, SQL, C++, C#, Assembly, Verilog
Frameworks: Tensorflow, Keras
Technologies: HTML/CSS, Pandas, NumPy, Git
DevOps: GitHub Actions, CI/CD, Bash
Languages: English (Native), Serbian (Bilingual Proficiency), French (Fluent)