Ivan Samardzic

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https://github.com/ivansamardzic

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
- **Awards:** Principal Scholarship
- **GPA:** 3.4

Experience

Queen's University Sep 2023 - Present

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

- Supported large class instruction: Assisted in teaching a high-enrollment "Introduction to Programming for Engineers" course with 800 students, providing hands-on guidance during weekly lab sessions to enhance student learning.
- Evaluated student progress: Played a key role in grading and providing feedback on coding assignments, assessing student understanding of introductory C language concepts, and contributing to their skill development.
- Enhanced communication and teamwork: Collaborated effectively with course instructors, faculty, and 26 fellow teaching assistants to ensure a cohesive learning environment and consistent support for students.

Sport Check Oct 2019 - Aug 2021

Footwear Sales Advisor *Toronto, ON*

- Expert Sales Advisor: Leveraged in-depth department knowledge to provide personalized recommendations to numerous customers at Sport Chek, spanning various footwear types and brands, ensuring customers received tailored solutions.
- Customer Satisfaction: Identified and addressed customer needs, achieving a 92% customer satisfaction rating based on post-purchase surveys and feedback, showcasing a strong commitment to customer service.
- Workplace Skills Development: Thrived in a fast-paced environment, cultivating valuable skills in teamwork, responsibility, and patience, contributing to a positive and productive workplace dynamic.

Projects

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

- 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 model
- Developed a graphical user interface application using the Tkinter library for drawing digits and predicting them with the trained model
- Achieved an 88% success rate with the trained model, demonstrating its effectiveness in accurately identifying handwritten digits.

Entity Birthday Guessing Game App | *Java, Andriod Studio, Gradle, Kotlin, XML* | GitHub Feb 2023 – Apr 2023

- Designed an interactive mobile application using Java and Kotlin within Android Studio, with a point system that dynamically adjusted scores based on the difficulty of guessing birthdays of famous entities
- Integrated Gradle for streamlined project management, ensuring efficient development and testing processes
- Created an intuitive user interface using XML, enhancing the user experience and making the guessing game accessible and enjoyable for players
- Received a top score of 100% from the OOP professor for its exceptional implementation of object-oriented programming principles

Skills

Programming Languages: Python, Java, C, JavaScript, MATLAB, SQL, C++, C#, Assembly
Frameworks: React, React Native, Tensorflow, Keras
Technologies: HTML/CSS, Pandas, NumPy, Git
DevOps: GitHub Actions, CI/CD, Bash