# Ivan Samardzic

647-620-5408 | ivan.samardzic7@gmail.com | https://www.linkedin.com/in/ivansamardzic/ | ivansamardzic.me |

## 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

**Annie** | *Python,* | GitHub 2024

- 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

**Simple RISC Proccessor CPU** | *Verilog, Quartus Prime* | GitHub 2024

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

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

- Designed an interactive trivia mobile application using Java and OOP principles 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

## 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)