

# 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
- **Awards:** Dean's Scholar Distinction, Principal's Scholarship

## 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

Aug 2023 – Sep 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 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.

### Celebrity Birthday Guessing Game App | Java, Android Studio, Gradle, Kotlin, XML | GitHub

Feb 2023 – Apr 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
- 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