JACK DENG

3rd Year Engineering Physics

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Summary

I am a 3rd year Engineering Physics student at the University of British Columbia who is especially interested in computer sciences, however, I am always interested in learning new things.

Skills Highlights

Confidence

CAD: Onshape & Solidworks	✪✪✪
Python, Java, C++ & Linux	✪✪✪
Web Dev (html/css/JS/React)	✪✪
3D printing, Waterjet, Laser cutting	✪✪
MATLAB	✪✪

Other skills:
Oscilloscope & function generator, ROS, OpenCV, Soldering, Photoshop/Lightroom

Education

University of British Columbia
- Engineering Physics, BASc.
- Cumulative Average: 89%
- SEP 2017 to MAY 2022 (expected)

Experiences

Work Experiences

Microsemi Firmware Engineering Coop — Jan – Apr 2019

- Worked as Firmware design coop at Microsemi's Burnaby office. My duties were mainly helping to construct the python testing environment and writing and checking tests for the DIGI-G5 chip.
- I learnt to work with gnome linux and python. This was also my first time working in an agile development environment.
- The main takeaway for me was coming to appreciate the complexity of networking and the amount of care taken to secure the completeness and consistency of software tests.

Non-work Experiences

NWhacks Telus winner: WeGo — Jan 2019

- Built a ride sharing app/website that helps create an easy and affordable way of getting back home safe through taxi sharing.
- We used node.js for the backend and react and android studio for the frontend. This was our first time trying a project with a single backend and multiple frontends.
- I mainly worked on the android app. See https://devpost.com/software/wego-v4697y .

Dubhacks: Eyego — Oct 2019

- Went to the University of Washington for a weekend and learnt how to use React Native/Expo to build a cross platform app. Our project focused on mainly image recognition using Microsoft Azure.
- Overall, the app was a bit too simple to win anything, but I was happy of the progress we made and learnt throughout the process.

Engineering Physics Robot Competition — Summer 2019

- Designed a line following robot that can accurately pick up stones from posts. Two robots compete on the same surface, both trying to score more than the other.
- Using skills learnt in class, we used water jet and laser cutters to build most of the robot chassis and PCBs and protoboards for the circuits. VS code Platform.IO was used for the programming of the micro controller.
- Our run ended in quarter finals. I designed and manufactured the mechanical systems through CAD.

UBC Baja (student design team) — Sep 2018 onwards

- A member of the drivetrain sub-team at UBC Baja for 1 year, an engineering design team focused on designing, building and racing an off-road vehicle.
- I travelled to California in May 2019 to compete with the team at Baja SAE California.
- I mainly focus on the engine and transmission cooling systems. See http://www.ubcbaja.com/ .