JASON HENG

MECHATRONICS 1B

CONTACT

Cell: (506) 962-5193

E-mail: j2heng@uwaterloo.ca

SKILLS

- Proficient in object oriented programming
- Familiar with Java, Python, JavaScript and C++ through professional programs.
- Self-Taught: Robot-C, Arduino IDE, C#, PowerShell
- Proficient with Git
- Office 365
- AutoCAD, SolidWorks
- Proficient in English and French

ACHIEVEMENTS

SKILLS N.B. MOBILE ROBOTICS
1st PLACE (Apr 2019)
2ND PLACE (Apr 2018)

SKILLS CANADA MOBILE ROBOTICS
4TH PLACE (Jun 2018)

CHUNG WON INSTITUTE OF T.K.D.
TAE KWON DO BLACK BELT SECOND DAN
MAR 2017

RELEVANT COURSES

- Data structures
- OOP programming (C++)

EXPERIENCE

QUALITY SOFTWARE ANALYST/DEVELOPMENT | I4I

JAN 2021 - APR 2021

- Conducted manual and automated tests on the software developed by I4I.
- Pitched, planed, and developed automated software programs using **C#** and **PowerShell** in **Visual studio** to streamline the testing process.
- Automation program handled tasks such as replacing placeholder text and configuring internet explorer settings, this speed up testing of the effective cases by up to 4 hours.

LEAD AUDIO-VISUAL | ST. ANDREWS PRESBYTERIAN CHURCH

JUL 2018/2019

- Collaborated with a team over a month to thoroughly prepare for VBS. (Decorations, lesson plans, etc.).
- Executed all technical aspects to ensure that assemblies ran smoothly by controlling the lighting, SFX, and microphones.
- Filmed and edited the anticipated of end of week video using DaVinci Resolve.

ROBOTICS (SKILLS CANADA)

2017-2020

- Designed, created, and tested mobile robots to compete in a national competitions.
- Required creative thinking to find the best possible solution to complicated tasks.
- Lead Programmer for the team creating both control schemes and autonomous programs (**RobotC**, **Ardunio IDE**).

NOTABLE PROJECTS

CONVEYOR BELT DESIGN

NOV 2020 - DEC 2020

- Designed the mechanical portion of a conveyor belt system; a cumulative project at UWaterloo as part of a team.
- This included researching components (extrusions, actuators, sensors, bearings, shafts, etc) and creating a professional, detailed report of our design.

GOOSE ESCAPE GAME (C++)

NOV 2020 - DEC 2020

- Programmed an 2D single player game using object oriented programming using **C++**.
- Created movement controls, enemy behaviour, and collision detection to make the game function.