Sonu Lall

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Technical Skills

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OS

CAD

AutoCAD SolidWorks



Design

Photoshop
Illustrator
UI/UX Design



*Note: One circle means exposure, 5 circles means expert

Projects

Avoca Technologies - MyplayXplay Junior Product Manager and Lead Developer

Jan. 2013 - April 2013 | Sept. 2013 - Jan. 2014

- Excelled in a lead role in bringing an industry leading product to market
- Involved in cradle to cradle development and production of system with Agile Methodologies
- Used extensive Objective C and Xcode knowledge to lead development team; developed a fully native iOS solution
- Lead UX design and visual design of iOS 6 and iOS 7 apps using powerful Adobe Photoshop and Illustrator skills
- Attended several client meetings with Premiership Football and professional Rugby teams
- Applied and refined C skills in various Research and Development projects; included biometrics, statistics and multiple IP camera streaming.

Engineering Project (3rd year) - Microbat Sonar Systems Product Manager and Developer

April 2013-Sept. 2013

- Explored the uses of sonar technology in biometric devices; researched haptic feedback techniques and their User Experience implications
- Created an innovative product that used sonar technology to detect distance to objects for the visually impaired
- Used an Arduino microcontroller and C programming to translate data to variable haptic feedback
- Employed powerful product management skills to lead development, CAD models and marketing video
- Featured in the innovation and technology section of the University of Waterloo Imprint Article, at the following url: http://www.uwimprint.ca/article/3305-sys tems-design-symposium-stretches-the-imagination.

Lightitude Competition - Oara Project Lead and Mechanical Designer

July 2012 - Sept 2012

- Developed powerful problem solving skills;
- Researched the effects of minimal lighting on society and the environment;
- Created multiple CAD models of a lighting system for the arctic circle that uses innovative engineering techniques (induction circuits, vertical helix wind turbine, etc);
- Addressed possible health and safety concerns using an FMECA diagram and a decision matrix using sound engineering and technical analysis;
- Organized team meetings and delegated tasks

Mercatus Technologies - Price Chopper Mobile Application Developer

Sept 2011-Dec 2011 | May 2012-Sept 2012

- Worked with the Mobile Engineering team over two co-op terms to develop and support various iPhone, iPad and Android apps;
- Used cutting edge technology to develop internal app demos on Android and iOS platforms (QR, NFC, Bluetooth, Voice Recognition, Image Recognition, Geofencing);
- Employed Agile and Rapid Prototyping methodologies to create high level, interactive apps;

Ontario Institute of Cancer Research - Genome Project Genome Software Developer

Jan 2011-Apr 2011

- Used JavaScript to implement touch gestures (iPad);
- Developed a system which allows a user to select a favourite Gene and retain it in their session;
- Studied and applied complex data structures using hash tables and arrays to create the most efficient system to save genes and genome snapshot;

Education

University of Waterloo

Candidate for Bachelor of Applied Science, Systems Design Engineering Expected graduation April 2015

Awards

- University of Waterloo President's Scholarship;
- University of Waterloo Carl A. Pollock Scholarship;
- Rotary Scholarship for Academic Excellence and Extracurricular Activities;
- The Professional Engineering Ontario Scholarship;
- Book Award for Computer Science [95%] and Computer Engineering [93%];

Interests

- Brazilian Jiu Jitsu (2 years)
- Muay Thai (2 years)
- MMA (2 years)
- 1st Degree Black Belt in Tae Kwon Do
- Reading, Drawing, Graphic Design, Cooking