LOÏC MURUMBA

Electrical and Computer Engineering <u>Https://loicmurumba.me</u> Imurumba@edu.uwaterloo.ca loicmurumba 613-700-4103

SUMMARY OF QUALIFICATIONS

- Experienced with object-oriented programming (Java, C++); earned 100% in fundamentals of C++ course
- Skilled in web development (Javascript, HTML, CSS) gained through working on various projects
- Strong communication and leadership skills; elected class valedictorian
- Intuitive and fast learning skills developed throughout various work and volunteering experiences
- Acquired knowledge on computer components through building and fixing multiple computers

| | RELEVANT EXPERIENCE | |
|------------------------------|---|----------------|
| September 2016 - present | Waterloop Software Team Member Designing dashboard that graphically displays various statistics and updates in real-time based on output from the hyperloop pod's sensors Built and helped design circuits to route power to various car components | Waterloo ON |
| January 2017 - April 2017 | Corp. IT Analyst Greatly increased efficiency by introducing automated system to parse and assign service requests within IT team Reduced cost of external IT consultants by automating service request assignment Worked on advertising project for marketing team using JavaScript, HTML, and CSS Helped setup wired network for new subsidiary company launch on separate floor Acquired professional communication skills while providing technical support to the coworkers throughout the term | Toronto, ON |
| March 2017 | MLH Mentor/Volunteer Helped participants complete projects by sharing technical knowledge on various programming languages and frameworks Organized games/ice-breakers to give out prizes to contestants | Guelph, ON |
| | PROJECTS | |
| Android App | Platformer programmed in android studio using Java; available on the google play st | tore |

• Implements a real-time database to keep track of the worldwide high score and reports it to every user

Web Game (in progress)

Slice

- Real time online multiplayer only; uses a nodejs server and web sockets to quickly transmit game data to all clients
- · Client-side programmed using HTML canvas and Javascript

EDUCATION AND ACHIEVEMENTS

September 2016 - present

Candidate for Bachelor of Applied Science at the University of Waterloo

Waterloo, ON

- Ranked 23/155 for 1A academic term 87.2 /100
- President's Scholarship of Distinction for academic excellence
- Richard & Elizabeth Madter Entrance Scholarship for participation in extracurricular activities

January 2016

Named Horatio Alger National Scholar

 Selected among thousands of applicants for academic excellence and overcoming adversity Nanaimo,

BC

INTERESTS

- Computer Programming
- Music
- Web Development

- Fitness
- Hardware
- Design