Luke Parna-Gile

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Technical Skills

C++/C/CMake Python Linux React/React Native Robot Operating System (ROS) Microsoft Suite
GitHub Flask JavaScript HTML/CSS SolidWorks/Catia MATLAB/Simulink

Work Experience

Honda of Canada Manufacturing – Automation Engineer Intern

May 2024 – Present

- Engineer, write, and debug **PLC** programs, integrating with sensors, conveyors, robots (**Fanuc, Yaskawa**), HMI, Manufacturing Execution System (**MES**), and equipment for cycle time and machine status in production
- Implementing **Honda's IIoT** Smart Factory project across **Civic**, **CRV**, and **Engine Plant** to transition Preventative Maintenance from Time Based schedules to Cycle Based metering reducing costs by over **1.1 million annually**

Thomson's Metal by Design – Product Design Intern

June 2023 - August 2023

- Designed and fabricated metal products for customers, to fix, replace or create industrial parts or equipment
- Restructured company's file organization while developing 3D models and production drawings on SolidWorks

Teams and Projects

Queen's Autodrive Team – Autonomy Team Member

May 2024 - Present

- Programed software nodes integrating ROS2 and C++ with the goal of creating an autonomous car
- Implementing and writing efficient algorithms to return data regarding local road information using C++
- Coded an FSM in Python and implemented it on a Chevy Bolt for autonomous start up sequencing and control

Autonomous and Remote Controlled Robot – Mechatronics Engineer

January 2024 – April 2024

- Integrated and designed subcomponents using servos, DC motors, a microcontroller and embedded controls in C++
 to attain a specialized robot that outperformed opposing robots in a competition
- Debugged a **Python** codebase for **UDP** communication to ensure reliability in real time remote control functions

Autonomous Mobile Robot for Air Quality Mapping – Lead Mechatronics Engineer

January 2023 - April 2023

- Developed a prototype autonomous mobile robot by integrating **LiDAR, IMU**, and **CO₂ Sensors** with motor drivers and encoders using Raspberry Pi with **ROS**, expanding skills in open-ended mechatronics design
- Programed the full stack structure using Flask with Python, JavaScript and HTML for a web-based user interface

Automatic Pet Feeder – Mechatronics Engineer

September 2023 - December 2023

- Engineered a device that monitored pet food levels and pet activity using an FSR, camera and other sensors
- Designed a server-client codebase using Flask, Python, and React Native with a live camera feed for ease-of-use

International Engineering Def Hacks Worldwide 3.0 – Systems Engineer

July 2021

- Developed a system for COVID safety measures by engineering and integrating electrical and mechanical components with software and a web server being awarded 1st place in the worldwide COVID Innovation category
- Worked with a small team through design iteration to achieve a minimum viable product for presentation

SDL2 C++ Personal Game Development Project – Software Engineer

May 2023 - Present

- Collaborated with a classmate to code a 2D, C++, SDL2 video game with development of a custom game engine
- Implemented collision detection and input handling in C++ with the use of inheritance and polymorphism

Attitude Determination Control System Team Member – Queen's Engineering Satellite Team

September 2022 - April 2023

- Modeled geocentric satellite orbits using Python and C++ for the relocation of the craft for satellite imaging
- Innovated a query based algorithm to take in a two-line element set at a satellite's epoch to return velocity and position vectors
- Analyzed changes in project scope communicated by the team and improved the code's efficiency by roughly 10 times

Education

Mechatronics and Robotics Engineering (GPA 3.88) - Queen's University

September 2021 - Present

- PEO Simcoe-Muskoka Chapter Professional Engineers Scholarship, Distinction of Dean's Scholar
- Data Structures and Algorithms: Algorithm development and numerical and statistical analysis of data sets
- Intro to Robotics: Derived kinematics and dynamics for robotic systems and programmed force and position control systems