

TECHNICAL SKILLS

Languages: C/C++, Python, MATLAB, VBA, JavaScript, TypeScript, HTML/CSS, PostgreSQL

Tools and Frameworks: SolidWorks, Granta, Arduino, KiCad, Fanuc Roboguide, PolyScope, React, Next.js, Vercel, Git

EDUCATION

University of Waterloo

Waterloo, ON

Bachelor of Applied Science, Systems Design Engineering

Sep. 2023 - Apr. 2028

• Cumulative average: 92%

• First in Class Engineering Scholarship for the 1B term

EXPERIENCE

Automation and Manufacturing Engineering Intern

May 2025 - Aug. 2025

A. Berger Precision

Brampton, ON

- Led development of a mobile cobot system, specifying SORs and obtaining RFQs for automating 4 different machines to reduce operator involvement by 95%
- Designed **Fanuc cobot** logic for bulk part pick-and-place and simulated in **RoboGuide** for path planning, layout validation and cycle time optimization
- Designed, modeled, and created GD&T drawings for mobile aluminum extrusion rack in SolidWorks, analyzing stability, ergonomics
 and compatibility, enabling 10+ hours of unattended operation
- Designed and 3D printed custom gripper extensions to pick 15+ parts, as well as custom fixtures for improved part fit and inspections
- Researched standards to determine optimal area scanner, wiring and pneumatics integration to ensure compliance and operator safety
- · Updated part drawings, PFMEAs, inspection sheets and work instructions for continuous improvement and audit readiness

Electrical Engineering Team Member

Jan. 2025 - Present

Waterloo Hacker Fab

Waterloo, ON

- Implemented an **ESP32**-based temperature control system using a thermocouple, solid state relay and variac to ramp a tube furnace to 1100 °C for transistor fabrication
- Designed a PCB in KiCad and analyzed power distribution to regulate temperature across two separate heating elements
- Soldered small SMD components onto custom PCBs and adjusted PID parameters for reliable prototype operation

Software Implementation Specialist

Sep. 2024 - Dec. 2024

Teamworks

Durham. NC - Remote

- Developed Python and VBA scripts for PDF and Excel scraping, automating mass data uploads to Teamworks Inventory Management
 and eliminating manual data entry
- Recreated the navigation bar for Teamworks Inventory Management using HTML, CSS, and JavaScript for UI/UX improvements and consistency across all Teamworks products
- Wrote **PostgreSQL** queries to update and customize the software based on the needs of individual clients, allowing it to track items beyond the original scope of the product
- Performed quality assurance testing with comprehensive functional and regression tests to ensure that new features and updates were bug-free

PROJECTS

Automated Self-Resetting Machine | *SolidWorks, C, Arduino*

- Designed a 3-D printed base, laser-cut baseplate and hand-cut aluminum linkages using **DFA** principles while optimizing material use and ensuring smooth linkage rotation
- Designed and built a "useless machine" that turns itself off when turned on with an Arduino Uno and ATtiny
- Soldered the electrical components to a perfboard to control the stepper motor and switch mechanism

3D Bear Puzzle | *SolidWorks*

- Created a 3D-printed puzzle of a fish-eating bear in **SolidWorks** with removable arms, legs, and mouth, along with a functional drawer mechanism for retrieving the fish
- Applied **DFM** and **DFA** principles, ensuring part rotation and ease of assembly, and set up parts for 3D printing with the Zortrax slicing software
- Developed detailed assembly instructions using **SolidWorks Composer**, applying **dimensioning heuristics** for clarity

Upright | Next.js, React, TypeScript, Tailwind CSS, PostgreSQL, Swift

- Created an app that detects falls using phone accelerometer and notifies the user's emergency contact via the Twilio API
- Designed a **React** interface to display the severity of the fall and the user's location using the **Google Maps API**
- Implemented a Next.js backend calling on a Prisma database to retrieve user profiles and fall history