MADIHA INAYAT

Computer Engineering Student

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SKILLS

Languages: JavaScript, HTML, CSS, MATLAB, Java, Python, C#, C/C++
Frameworks/Library: jQuery, D3, Bootstrap, React, SFML
Development Tools: GitLab, Visual Studio Code, Eclipse, Chrome Developer Tools, Unity engine
CAD/EDA: OrCAD, Proteus EDA, SolidWorks
OS: Windows

EDUCATION

Bachelor of Engineering (Co-Op)   **Jan 2019 – May 2023**
Memorial University of Newfoundland, St. John's, NL
Major in **Computer Engineering,** 5th year

EXPERIENCE

Web Application Developer   **Jan 2022 – Apr 2022**
National Research Council of Canada, Ottawa, ON
• Fixed performance bugs and regularly updating dashboard for end of the fiscal year delivery
• Conducted quality testing for website functionality and browser compatibility using Chrome Dev Tools

Research Assistant   **Sep 2021 – Dec 2021**
Memorial University of Newfoundland, St. John's, NL
• Conducted an independent research study about Neural Networks and its applications
• Designed a character recognition model using the EMNIST dataset with more than 80 percent accuracy

Website Developer   **May 2021 – Aug 2021**
Memorial University of Newfoundland, St. John's, NL
• Developed webpages for MUN research facilities to be published on Engineering Research website
• Webpages were created using Web Content Management System – MUN Site Builder, HTML, CSS, and JavaScript

Computer Engineering Research Assistant   **Sep 2020 – Dec 2020**
Memorial University of Newfoundland, St. John's, NL
• Designed MATLAB based labs for second year course ECE 4600 – Introduction to Signals and Systems
• Formulated programming exercises for signal processing, Fourier analysis, Laplace transform and its applications

RELEVANT PROJECTS

Kilick-1 CubeSat Project (Capstone)   **May 2022 – Present**
Canadian Space Agency and C-CORE, St. John's, NL
• Developing the Mission Control System (MCS) for the Killick-1. It uses GNSS for sea ice detection and monitoring.

2D Platformer Game – Mad Wizard Adventure   **Nov 2022 – Dec 2022**
• Developed using SFML (Simple and Fast Multimedia Library) and C++ for a course group project. Game Trailer

Food Delivery App – Yumi   **Sep 2021 – Dec 2021**
• Developed the graphical user interface for the app using HTML, CSS, ReactJS and Bootstrap.

Platformer Game – Snow Head   **Jan 2021 – Apr 2021**
• Developed a platformer game using C# language and Unity engine for Junior Software Design Project.