

# MADIHA INAYAT

Computer Engineering Student

[minayat@mun.ca](mailto:minayat@mun.ca) | +1 (709) 749-3504 | St. John's, NL | [LinkedIn](#) | [Website](#)

## SKILLS

---

**Languages:** JavaScript, HTML, CSS, MATLAB, Java, Python, C#, C/C++

**Frameworks:** jQuery, D3, Bootstrap, React

**Development Tools:** GitLab, Visual Studio Code, Eclipse, Chrome Developer Tools, Unity engine

**CAD/EDA:** OrCAD, Proteus EDA, SolidWorks

**OS:** Windows

**Applications:** Adobe Photoshop, Microsoft Office Suite

## EDUCATION

---

### Bachelor of Engineering (Co-Op)

Jan 2019 – May 2023

Memorial University of Newfoundland, St. John's, NL

Major in **Computer Engineering**, 5<sup>th</sup> 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

---

### Killick-1 CubeSat Project (Capstone)

May 2022 – Apr 2023

Canadian Space Agency and C-CORE, St. John's, NL

- Developing the Mission Control System (MCS) for the Killick-1. It used GNSS for sea ice detection and monitoring

### 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