

MADIHA INAYAT

Computer Engineer Graduate

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SKILLS

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

Frameworks/Library: jQuery, D3, Bootstrap, React, SFML

Development Tools: Git, Visual Studio Code, Eclipse, Browser Developer Tools, Unity engine

CAD/EDA: OrCAD, Proteus EDA, SolidWorks

OS: Windows, Linux

EDUCATION

Bachelor of Engineering (Co-Op)

Jan 2019 – May 2023

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

Major in **Computer Engineering**

EXPERIENCE

Web Application Developer

Jan 2022 – Apr 2022

National Research Council of Canada, Ottawa, ON

- Fixed performance bugs and added new features and functionalities on multiple dashboards using HTML, CSS and JS
- Conducted comprehensive quality testing to ensure website functionality and compatibility across different browsers

Research Assistant

Sep 2021 – Dec 2021

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

- Conducted an independent research study on Neural Networks and their applications
- Designed a character recognition model using the EMNIST dataset with more than 80 percent accuracy in Python

Website Developer

May 2021 – Aug 2021

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

- Developed webpages for MUN research facilities and updated the Engineering Research website
- Utilized Web Content Management System – MUN Site Builder and other web tools – HTML, CSS, and JS

Computer Engineering Research Assistant

Sep 2020 – Dec 2020

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

- Designed MATLAB-based labs for the 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

- Contributed to the development and pre-launch testing of the satellite's Mission Control Software (MCS). [More Info](#)

Coin Recognition Model using Convolutional Neural Networks

Jan 2023 – Apr 2023

- Designed a coin recognition model using MobileNet Network with more than 85 percent accuracy in Python

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 a graphical user interface for the application using HTML, CSS, ReactJS and Bootstrap.