



Naod Dereje

Computer Engineering Student



Professional Summary

Engineering student currently finalizing B.A.Sc diploma in Computer Engineering and prepared to contribute abilities to a Software Development role while further developing acquired skills and gaining real-world experience. Highly organized, responsible and well-versed in [Software]. Positively impact [Type] operations with top-notch communication and critical thinking skills.



Side Projects

Holographic TV Innovation Project

- Used CAD modeling software to perform stress analysis on a mechanism that retracts folding panels to display holographic content as a form of technological innovation. Minimal work was done with Printed Circuit Boards (PCBs) to create a more realistic model of the TV but was later scrapped due to technical feasibility at the time.

GuessMaster

- Used Android Studio and cumulative knowledge of OOP to build a guessing game based on a database of entities.

Contacts Applet

- Used JavaFX to Create applet that writes to a JSON data file and stores contact information for the user.

Pong/Table Tennis Program

- Used the JavaFX library to create a simulation of a table tennis match like the classic game PONG. This method used basic trigonometry and other math to create an accurate 2D simulation of the game.

Personal Website (Work in Progress)

- Combined knowledge of HTML, CSS, and JavaScript to create a stunning website. Custom JS Animations also used. Finalized version will be hosted on github.



Work Experience

2019-09 -
2020-04

Control Systems Engineer

Queen's Hyperloop Design Team, Kingston, Ontario

- Technically supported project planning for development of the 2019 Hyperloop pod and implementation of proposals and solutions to address hardware and software problems regarding the previous years competition
- Maximized proficiency in C and C++ to prepare and present tentative designs and effectively support cross-functionally with the networking subteams



Contact

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WWW

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Skills

C

C++

Java

HTML

CSS

JavaScript

Solid Edge

Autodesk Inventor

AutoDesk Eagle

KiCad

MATLAB

Excel

PowerPoint

Word

Git

Android Studio



2019-09 -
2020-04

Software Engineer

Queens VEX U Robotics, Kingston, Ontario

- Contributed to PROS codebase used in deployment of software on the V5 brain designed by VEX
- Outlined and programmed routines and parameters for different robotic systems
- Worked on the algorithm associated with the position tracking of the robot, as well as helping to maintain a proper workflow in the main C codebase

2018-06 -
2018-08

Customer Marketing Associate

Scotiabank Theatre Toronto, Toronto, ON

- Part of a team of four or five workers that provided guests with the experience of Virtual Reality(VR)
- Accommodated private bookings for up to 30 guests at a time
- Marketed the IMAX VR® experience to guests at Scotiabank Theatre Toronto
- Investigated malfunctions of the VR equipment, tracking issues to discover root causes and possible corrective measures

2017-04 -
2017-10

Customer Service Representative

Parkway Corporation, Toronto, ON

- Cultivated customer loyalty, promoted repeat customers and improved sales.
- Fielded customer questions regarding available hours of operation, parking rates, current prices and upcoming company changes.
- Answered customer telephone calls promptly to avoid on-hold wait times.



Education

2018-09 -
Current

Bachelor of Applied Science: Computer Engineering

Queen's University - Kingston

GPA: 3.010/4.00

- Part of *Innovation and Entrepreneurship* stream
- Coursework in Data Structures, OOP, Discrete Mathematics, and Computer Architecture
- Member of *Living Learning Community* in Residence
- Director at *Queen's Software Development Club*
- Awarded *Churchill First Generation Admission Award*

2014-09 -
2018-06

High School Diploma

Crescent School - Toronto

- Coursework in AP Physics, AP Chemistry and AP Computer Science
- Graduated with 85% grade average
- Awarded Ontario Scholar distinction
- Member of Student Technology Assistance Council
- Member of Chemistry Education Research Club



Interests

- Sports Science
- Sports Analytics: NBA and NCAA
- Rhythm Theory
- Rap: Rhyme Schemes and Lyrical Flow