




Naod Dereje

Computer Engineering Student


"The future depends on what you do today."


- Mahatma Gandhi

LET'S CONNECT!

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SKILLS

9 / 10

Algorithms and Data Structures (C/C++)

8 / 10

Database Systems (SQL)

9 / 10

Git (Version Control)

10 / 10

OOP/ Android (Java/JS)

7 / 10

Frontend Web Development (HTML, CSS)

9 / 10

Microsoft Suite (Excel, Word, PowerPoint)

8 / 10

CAD Design (Solid Edge, Inventor, KICAD)

7 / 10

UI/UX (Adobe XD/Photoshop)

EDUCATION

B.A.Sc. – Computer Engineering

Queen's University – Kingston, ON

2018 – 2022

GPA – 3.060

- 1 of 50 students selected as a part of the Innovation and Entrepreneurship stream
- Awarded *Churchill First Generation Admission Award*
- Logistics Director of *Queen's Software Development Club*
- Heavy Coursework in Data Structures and Algorithms, Object Oriented Programming, and SQL Database Queries

High School Diploma

Crescent School – Toronto, ON

2014 – 2018

- Coursework in AP Physics, Chemistry, and Computer Science
- Awarded *Ontario Scholar* distinction for academic excellence
- Member of the Student Technology Assistance Council (STAC)
- Member of the Chemistry Education Research Group

ABOUT ME

I am an Engineering Student currently pursuing my bachelor's degree at Queen's University. I am focused and prepared to contribute my knowledge to the tech industry. Highly skilled in team environments, and proficient in Java, C/C++, and SQL databases. Able to work in agile environments that promote team efficiency and client satisfaction whenever possible.

PROJECTS

Holographic TV Innovation Project

- Used CAD Software Modelling software to perform stress analyses on a mechanism that retracts folding panels to display a singular holographic image for the user.
- Minimal work was done with Printed Circuit Boards (PCBs) to create a more realistic model of the TV but was later scraped due to technical feasibility and time constraints of the project. This project was presented to members in industry as a part of Queen's EDPS courses.

GuessMaster

- Applied knowledge of Android Studio and OOP to create a guessing game that pools from a database of entities. This project was integrating with the workings of my second year Java Course.

Pong/Table Tennis Game

- Created a 2D game using JavaFX that simulated a table tennis match inspired by the classic game PONG.
- Basic trigonometry was applied to create an accurate 2D simulation of the game.

Portfolio Website

- First major project using HTML/CSS. Utilized bootstrap library to promote modularity of elements on the webpage.
- Final Version is hosted through GitHub!

EXTRACURRICULAR ACTIVITY

Control Systems Engineer

Queen's Hyperloop Design Team / Kingston, ON / Sept 2019 - Present

Supported project planning for development of 2019 Hyperloop pod that participated in the 2019 SpaceX Hyperloop Competition.

- Addressed hardware and software issues that were discovered during the 2019 competition
- Maximized team proficiency in Arduino C/C++ to create a sophisticated launch system for the pod and worked on sending remote signals to the pod from a remote PC.
- Currently overseeing the construction of the 2020 Pod for the team's future endeavors and working as the manager for the Control Systems sub team.

Programmer

Queen's VEX U Robotics / Kingston, ON / Sept 2019 - Apr 2020

Contributed to the code database used for both the 24" and 15" robots that Queens competed with in the *VEX U Canada Tournament*.

- Contributed to PROS code database used in the deployment of software on the V5 brain designed by vex.
- Worked on the algorithm associated with the position tracking of the robot, as well as helping to maintain the workflow in the main codebase.