# Naod Dereje

## Computer Engineering Student

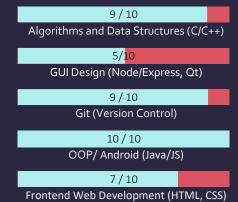## LET'S CONNECT!

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💻 https://naoddereje.github.io/

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🗄 https://github.com/naoddereje

## SKILLS

- **9 / 10** — Algorithms and Data Structures (C/C++)
- **5/10** — GUI Design (Node/Express, Qt)
- **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 Design (Adobe XD/ProtoPie)

## 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*
- Coursework in Data Structures and Algorithms, Object Oriented Programming, and Software Development Principles

### 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

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

## PROJECTS

### A Game of Kings at Queens

- Medium scale C++ project that centered around a chess game with a Queens University Theme
- Was tasked with programming the logic for the Bishop chess piece, as well as integrating the front-end GUI (programmed in QT) with the backend C++ code. Software development CASE tools such as Jira, Confluence, and Bitbucket were also used to plan team sprints and delegate tasks accordingly.

### 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 and 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!

## EXTRACIRRICULAR 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. Additional work is being done with Node.js framework to create a GUI for communications on the pod.

### 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 codebase 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 an effective workflow in our working repository.