NIKO HOOGEVEEN

niko.hoogeveen@gmail.com I 705-220-5623

Objective: Secure an entry level position for a career in software engineering

SUMMARY OF QUALIFICATIONS

Recent graduate in December 2024 from the Stephen Smith School of Engineering at Queens University. Combines coding knowledge, problem-solving, and critical thinking skills with excellent interpersonal, networking and leadership skills. Highly motivated self-starter with strong background in team-based environments. Excels in team-work oriented environments, possesses strong collaborative problem-solving skills and communication skills. Hard worker, eager to learn and develop industry knowledge and committed to continuous learning. Extremely comfortable adapting to new technology and software systems.

EXPERIENCE

Canadian Coast Guard Inshore Rescue, Marine Search and Rescue Unit
April – September 2021, April – September 2022, April – September 2023

- Two summers as crew member responding to search and rescue calls and serving the community. Trained in search and rescue operations, seamanship, and communications with both internal and external stakeholders in high pressure situations.
- Promoted to commanding officer of a search and rescue station for summer 2023.
- During training and rescue operations developed critical thinking skills and disciplined approach to problem solving in situations often involving meaningful risk.
- Team based approach essential to delivering successful search and rescue outcomes.
- Professional environment with an emphasis on teamwork and communication.
- Strong listening skills required to completely understand issues and risks before taking action.

Private Tutoring, Mathematics and Computer Science
2021 – Present

- Delivered one-on-one tutoring sessions with freshman and sophomore undergraduate students in computer science and math subjects.
- Used strong communication skills as well as deep understanding of core concepts to ensure students fully understood and were comfortable with course material.

EDUCATION

Queens University, Bachelor of Applied Science, Computer Engineering, Smith School of Engineering **2019 – 2023**
Relevant courses taken include but not limited to:

- Object Oriented Programming, Digital Systems Engineering, Algorithms, Software Development, Computer Networks, Neural and Genetic Computing, Database Management Systems
- C, C++, Python, Java, JavaScript, SQL, HTML, Microsoft Office Applications, MATLAB

RELEVANT ENGINEERING PROJECTS

Creation of Recipe Generation App

- Took part in a Hackathon event with three other computer engineering students.

- The app is called “PantryPal”. The user can scan/add food items to their “pantry” and the app generates a list of recipes based on the ingredients in the user’s pantry.
- App was developed using Android Studio and Java.

Digital Systems Engineering Project

- Collaborated with three other students to design, simulate, implement, and verify a RISC-style computer on Quartus II.
- Computer consisted of a simple RISC processor, memory, and I/O
- Through many hours of work and persistence, the group was able to create a working system and implement it on a physical Altera Cyclone V chip.

ADDITIONAL EXPERIENCE/EXTRA CURRICULARS

Experience – Minor Hockey Referee, Lifeguard/Swim Instructor, Ski Instructor, Camp Counsellor. Positions all required high level of both communication and listening skills, as well as leadership skills.
Interests - Kitesurfing, Downhill Skiing, Road & Mountain Biking, Ultimate Frisbee.