Ravi Niure

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Education

Bachelors Computer Engineering, 3rd Year
University of Toronto Class of 2016
Relevant Courses: Operating Systems, Algorithms and Data Structures, Computer Networks, Engineering Economics and Analysis

Technical Skills

Programming Languages: C/C++, Java, Python, HTML, CSS, Assembly, Matlab, Verilog
Tools: Valgrind, GNU Debugger, LEX & YACC, WireShark Argo UML
Hardware: NIOS II Processor, Quartus II Simulator
Development Environment: Linux, Net Beans, Eclipse
Version Control: SVN, Git
Protocols: HTTP, TCP, UDP, IPv4, Ipv6, ARP, NAT, ALOHA
Practice: Software Development and Testing, Agile Development, Multi-Threaded Programming, Object-Oriented Programming, Technical Writing

Work Experience

Assistant Manager (Jun 2013 - Jan 2014)
Bukhara Grill, Fine Indian Cuisine

- Designed and arranged neighbourhood distribution of promotional flyers in order to initiate customer traffic in newly established business
- Analyzed sale of each item to determine the popularity of products and provided results to management for planning purposes
- Interacted with local businesses and business improvement committee of Bloor West Village to inform about the newly established business

Extra-Curricular

- Marketing Strategist/Videographer
  Toronto Nepali Film Festival (Sep 2012 - Mar 2013)
- Working Committee Member
  Leaders of Tomorrow (Sep 2011 - Dec 2012)
- Ambassador
  Engineers Without Border, Toronto (Mar 2012)

Relevant Engineering Projects and Labs

University of Toronto

Operating Systems **2014**

- Created thread library that supported thread creation, deletion, yield and mutual exclusion: preemptive and non-preemptive
- Utilized Pthread library to implement core functionalities of a web-cache server
- Implemented Least Recently used page replacement policy to handle pages in the web-cache server

Communications and Design **2014**

- Added Multithreading and parsing mechanism in a course management software design prototype
- Identified and documented design issues, design alternatives and stakeholders' interests
- Translated abstract design into UML sequence, and component diagrams using Argo UML

Computer Organization **2014**

- Programmed a Field Programmable Gate Array (FPGA) using Verilog to design a game that allowed users to calculate their reaction time
- Wrote program in C and Verilog to handle various hardware components of the FPGA

Engineering Strategies and Practices **2012**

- Collaborated with fellow team members to produce and evaluate creative greenhouse designs
- Presented the designs to the client to receive customer feedbacks

Codeval Challenges

Challenges	Language Used
Solved	
Fizz Buzz	C
String Mask	Python
Data Recovery	Python
Sum of Primes	C
Currently Working	
Bay Bridges	C/Python

Solution available @ https://github.com/niurerav/Eval