NATANEL ROIZENMAN

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EDUCATION

University of Waterloo

Waterloo, ON

BASc Computer Engineering

Sept 2022 - July 2027

Relevant coursework: Digital Computers (ECE 222), Algorithms and Data Structures (ECE 250)

SKILLS

Programming Languages: C, C++, Java, JavaScript, Python, SystemVerilog, VHDL Technical Skills: Git, Xilinx ISE, SQL, Unix/Linux, Process Automation

Languages: English (fluent), Russian (fluent)
Interests: Reading, Photography, Hackathons

Projects

PricePerfect React, Python, Google Cloud

https://devpost.com/software/no-name-w08btv

Created an app that provides accurate and up-to-date price estimates using web scraping and Google Cloud APIs for any object for Hack the North 2023, using machine vision for object classification.

E-reader C++, 3D Printing and CAD, Git, Soldering

Developed a handheld e-ink reading device with a 3D-printed case and soldered components.

Traffic Light Controller VHDL, Intel Quartus Prime

Implemented a traffic light controller using VHDL on an Alterra/Intel MAX-10 FPGA for ECE 124.

Aim Training Game Java, Git

https://github.com/nroize/aimtrainer

Designed an aim-training game for training reaction time and hand-eye coordination, using object-oriented programming principles in Java.

Automated Birdfeeder STM32, C++, Git, Soldering

https://github.com/nroize/Birdfeeder-Code

Solved the problem of pests stealing birdfeed by developing a birdfeeder with a pressure-based seed release mechanism, eliminating wasted seeds.

PyEdsby Python, Postman, Reverse Engineering

https://github.com/chtzvt/PyEdsby

Spearheaded the development of a Python-based API wrapper for Edsby, one of the world's largest student information systems.

Sarcasm Detection with Compressors Python, Scikit-learn

https://natanel.ca/nlp

Examined the viability of a novel compressor-based approach to natural language processing, achieving 63% accuracy in sarcasm detection tasks with minimal software overhead compared to existing solutions.

EXPERIENCE

Bialik Hebrew Day School

Toronto, ON

IT Automation Engineer

July 2019 - Aug 2023

- Engineered a cross-platform desktop app via Electron JavaScript framework for security badge generation, resulting in a savings of 5 man-hours weekly.
- Streamlined device repair processes through Google Apps Script, boosting repair throughput and slashing time-per-request by 30%.
- Conceived and implemented a device management database using Python and SQLite, eliminating the need for external services and saving \$5,000 annually.
- Oversaw the development of a scorekeeping and scheduling system for a sports-based fundraising event, using custom software to ensure smooth operations.
- Implemented Google Workspace tools integrating with the school's Student Information System (SIS) for use across the organization, enabling efficient data transfer and seeing 75% adoption across the school's staff.

Waterloo Earth Sciences and Geology Club

Waterloo, ON

Engineering Liason

Sept 2022 - Dec 2022

- Facilitated a close-knit relationship between the club and the Faculty of Engineering.
- Represented the club's interests in the Engineering Society, securing funding and support.