NAMOOS YOUSUFZAY

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https://nyousufz.github.io

EDUCATION

UNIVERSITY OF WATERLOO
1B Mechatronics Engineering

SKILLS

PROGRAMMING
Over 10000 lines:

Java, C++, Robot C, HTML/CSS

Have used:

Arduino, Linux, Python

SOFTWARE/DESIGN
Over 100 projects:

AutoCAD, SolidWorks, GeoMagic, Sketch Up, 2D/3D Technical drawings

LANGUAGES:

English, Urdu, Punjabi, Pashto

INTERESTS

Cricket, Badminton, Drones, Shows

EMPLOYMENT EXPERIENCE

CLICKMOX SOLUTION | **Mechatronics Engineering Intern**
Jan 2017-Apr 2017 | Sudbury, ON

- Designed and developed the most compact and versatile laser based 3D scanning system for underground mines using SolidWorks.
- Designed a mounting mechanism for the Scanner enclosures which allowed the consumer to mount the Scanner on any vehicle.
- Designed and developed a single Laser based 3D Scanning system capable of generating live maps.
- Designed and developed a Laser based 3D-Scanning system that could be lowered into mine shafts as narrow as 8cm in diameter.

PROJECTS

PLOTTER | **1A Final Group Project**
Dec 2016

- Designed, developed and built a Plotter that could plot on a piece of paper using a Lego-NXT kit, C++ and Robot C.
- Developed code in Robot C that allowed the user to manually control the plotter using a controller and change between sketching tools.
- Created a platform to firmly hold and move the drawing paper for the plotter.

WEBSITE | **HTML/CSS**
Mar 2017

- Self taught HTML/CSS using online tutorials in a very short amount of time.
- Fully designed and created a website for my portfolio that consists of multiple pages, navigation bar, downloadable file and multimedia files.

VIDEO GAME | **Java**
June 2016

- Using Java's Graphics library, I developed and created a 2D version of the video game STACKED which consisted of multiple levels.
- Developed code to match keyboard and mouse inputs from the user using standard libraries.

3D-PRINTED PUZZLE | **AutoCAD**
June 2016

- Designed and 3D-Printed a sliding puzzle which represented our school's mascot when put together.