

NAMOOS YOUSUFZAY

(+1) 519-722-0000
nyousufz@edu.uwaterloo.ca
<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

SOFT SKILLS:

Strong work ethics, communication
and time management skills.

INTERESTS

Sports:

Cricket and Badminton

Hobbies:

I enjoy flying recreational drones

TV Shows:

Mr. Robot, Breaking Bad and Last
Week Tonight with John Oliver

EMPLOYMENT EXPERIENCE

CLICKMOX SOLUTION | Mechatronics Engineering Intern

Jan 2017-Apr 2017 | Sudbury, ON

- Worked with a team to develop the most compact and versatile laser based 3D Scanning system capable of generating live maps.
- Designed multiple enclosures for various scanner assemblies to reduce the size of the assemblies while keeping the enclosure water resistant, light and durable using SolidWorks and GeoMagic.
- Increased the versatility by introducing a mounting mechanism, which allowed the scanners to be mounted on multiple vehicles.
- Assembled and tested prototypes of multiple enclosures.

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.

VIDEO GAME | Java

June 2016

- Using Java's Graphics library, I developed and created a 2D version of the video game STACKED. The game updated and displayed the user's score and level on the screen.
- Developed code to match keyboard and mouse inputs from the user.

WEBSITE | HTML/CSS

Mar 2017

- Created a website for my portfolio using HTML/CSS that consists of multiple pages, navigation bar, downloadable files and multimedia files.

3D-PRINTED PUZZLE | AutoCAD

June 2016

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

FUEL-CELL CAR | MS430

Nov 2016

- Working with a group, Assembled and programmed fuel-cell car using MS430 launchpad. It was programmed to follow a line and avoid any obstacles that came along the way.

