OWEN MOOGK

Mechatronics Engineering Student

at the University of Waterloo

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# SKILLS

**Software Development:** Python (4 years), JavaScript/jQuery (4 years), C++ (2 years), C# (1 year), and Java (1 year).

**Frameworks / Tools:** MVC/ASP.NET (1 year), ReactJS (3 years), HTML/CSS/Bootstrap (5 years), Django (1 year), Visual Studio.

**Design & Engineering:** SolidWorks (6 years), AutoCAD (1 year), and Onshape (1 year) for 3D printing and manufacturing.

**Other:** Experience working closely with a team, using agile development techniques, including version control with Git / TFS.

# EXPERIENCE

## Software Developer (Co-op) – BusPlanner Inc. May 2023 – September 2023

* Developed and maintained web applications using the MVC ASP.NET framework, ensuring robust solutions for clients.
* Implemented and improved many web application features, directly affecting hundreds of clients across North America.
* Resolved issues on both the frontend and backend, employing debugging skills to identify and fix bugs, optimize performance, and enhance application usability with tools including C#, JavaScript/jQuery, and Bootstrap.
* Designed SQL database solutions and advanced SQL queries for efficient data retrieval and manipulation.
* Improved codebase structure, refactoring and optimizing existing code to enhance performance, reusability, and scalability.
* Utilized Azure DevOps and TFS version control to manage source code and participate in code reviews among team members.
* Conducted thorough testing of web applications to identify issues, ensuring optimal functionality and user experiences.

## Subteam Lead – FIRST Robotics Team August 2018 – September 2022

* Led a subteam of students using project management and teamwork skills to design and build a robotic subsystem.
* Designed flexible assemblies and robotic systems in SolidWorks for manufactured and 3D printed fabrication.
* Fabricated complex parts and assembled robotic systems, troubleshooting and optimizing mechanical systems.
* Led the team’s sponsorship program, using networking and interpersonal skills to attract and retain sponsorship for the team.

## Drivetrain Lead – Electric Racecar Team September 2021 – June 2022

* Designed and manufactured a fully electric racecar in under a year, optimizing drivetrain systems to increase efficiency.
* Developed offboard battery management system in Python, tailoring power use and energy deployment in competition.
* Designed a 3D printed emergency stopping system in OnShape, ensuring safety and ease of use in emergencies.

## Personal Projects

* Developed complex full-stack webpages using HTML, CSS, JavaScript, ReactJS and Django (Python).
* Implemented advanced algorithms and data structures to solve a variety of computing problems.
* Built a responsive personal portfolio web app, showcasing many personal projects and endeavours (linked above).

# ACHIEVEMENTS

**SHAD Canada:** Engineered an award-winning solution interfacing Canadians with their water consumption habits.

**JamHacksV Hackathon Winner:** Won first place, where I designed and built a complete 3D-printed cat feeding robot in 48 hours.

**AP Scholars Award:** Awarded for exceptional performance on the Chemistry, Physics, and Economics advanced placement exams.

**Duke of Edinburgh’s Award:** Awarded the prestigious Bronze and Silver Duke of Edinburgh awards for exceptional community service and personal growth.

# EDUCATION

## Mechatronics Engineering – University of Waterloo 2022 – 2027

* Candidate for Bachelor of Applied Science studying Mechatronics Engineering, with a grade average of 95% / 4.0 GPA.
* Working with likeminded students building collaboration, time management, and technical skills.
* Relevant courses: Circuits, Digital Logic, Data Structures and Algorithms, Statics / Dynamics, Linear Algebra, Materials.

# PROJECTS

## Chess Robot

* A picture containing indoor, automaton

  Description automatically generatedDesigned and built an **autonomous** chess robot, which performs moves against players.
* Capabilities include maneuvering chess pieces, executing moves, receiving player input, and chess clock integration.
* Designed and assembled a robotic claw, pulley systems, and precise actuation mechanisms, using **3D printed** and **laser-cut** parts.
* **Debugged** mechanical and software systems, solving integration issues.
* Programmed the robot in **C++** and **RobotC**. Built feedback loops with the use of color sensors and motor encoders.
* Project details: <https://owenmoogk.github.io/projects/chess-bot>

## A picture containing wall, indoor, pink Description automatically generatedAI-Powered Cat Feeding Robot

* Designed and programmed a **3D printed** robot to autonomously feed pets.
* Developed CAD models for 3D printing in **SolidWorks**.
* Built microcontroller circuits, integrating an **Arduino** with other simple electronic components, such as LEDs, limit switches, and servos.
* Utilized **Computer Vision** to detect a cat via an onboard webcam.
* Programmed the robot in **C++** and **Python** to detect a cat’s presence and dispense food, given specific criteria.
* Project details: <https://owenmoogk.github.io/projects/cat-feeder>

## A picture containing floor, indoor, keyboard Description automatically generatedCustom Built MacroPad

* Designed, built, and programmed a complete MacroPad. Capabilities include executing complex keystroke instructions, Spotify API calls, and much more.
* Designed the custom **3D printed** housing and keycaps in **SolidWorks**.
* Designed a custom **PCB (printed circuit board)** for ease of integration.
* Built a custom mounting system that allowed integration with existing keyboards.
* Integrated hardware switches with an **Arduino Nano**, which interfaces with a PC.
* Programmed logic with **C++** and **Python**.
* Project Details: <https://owenmoogk.github.io/projects/macropad>

## A picture containing automaton Description automatically generated

## Vortex - FRC Robot Design Challenge

* Designed a complete FRC Robot in **SolidWorks**, with the design intended to be used in a competitive robotics match.
* Integrated object intake systems with a robot feeder and shooter, giving full control to game pieces.
* Designed an object elevator, opening additional manipulation and movement opportunity.
* Designed a swerve drive system for optimal movement and drivability.
* Project Details: <https://owenmoogk.github.io/projects/vortex>

## These are some of my favourite and most applicable projects.

For a complete list of projects and more details, please visit my website’s project page, located at:

<https://owenmoogk.github.io/projects>