# PAIGE MCDOUGALL

 $+1(604)-849-6248 \diamond \text{Toronto}, \text{ON}$ 

paige.mcdougall@mail.utoronto.ca \( \text{https://www.linkedin.com/in/paigemcdougall} \( \)

#### **OBJECTIVE**

Engineering student with 2+ years experience in OOP seeking 4 month Software Engineering coop starting in Summer 2024.

### **EDUCATION**

Bachelor of Computer Engineering, University of Toronto

Expected 2026

Relevant Coursework: Relevant Courses: Software Communication and Design, Programming Languages.

Awards: Edward S Rogers Sr. Admission Scholarship (2021), Dean's Merit Award (2021).

### **SKILLS**

Technical Skills
C, C++, MATLAB, Verilog, CSS, HTML
Technologies
ModelSim, LT Spice, Linux, Windows
Soft Skills
Londowskip, Agile Technologies

Soft Skills Leadership, Agile Teamwork, Communication

### **EXPERIENCE**

Barista
Starbucks

May 2022 - Present
Toronto, ON

- Utilized point-of-sale systems and inventory management software to track and manage stock levels and orders.
- Demonstrated adaptability by quickly learning and implementing new drink recipes and seasonal promotions.
- Leveraged strong time management skills to handle a high volume of orders efficiently during peak hours.
- Managed daily operations with a focus on delivering exceptional customer service to a diverse clientele.

## Grocery Clerk

Nesters Market

Nov 2018 - Aug 2021 Squamish, BC

- Efficiently managed and maintained the organization of store shelves, ensuring accurate placement of products and facilitating a seamless shopping experience for customers.
- Effectively communicated with team members and management to address inventory issues and maintain optimal stock levels.

#### PROJECTS

**GIS Tool.** Developed route-finding map application in Visual Studios (VS) Code using **C++ and OpenStreetMaps API** to display dynamic map details across 7 international cities. Processed data, implemented visual design heuristics for equity and accessibility, and search algorithms such as **Dijkstra**, **A\***, and **Greedy algorithm** with 3-/4-OPT.

**FPGA Game.** Developed a rhythm-based game on an **FPGA** system with a VGA display using **verilog** and ROM data storage. Demonstrated proficiency in real-time signal processing, embedded systems, and a passion for innovation.