

PARKER ROWE

Energetic and hardworking Computer Engineering student with a passion for tech and a drive to achieve more. Experience in web development & leading teams toward success. Seeking 12-16 month internship position.

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EDUCATION

Bachelor of Applied Science (BASc) – Computer Engineering, Entrepreneurship & Innovation

Queen's University, Kingston, ON

Expected Grad: April 2022

- Enrolled in a 60-person specialized stream focused on entrepreneurship and innovation in start-ups
- Relevant Coursework: Algorithms, Operating Systems, Object Oriented Programming, Computer Architecture, Data Structures, Digital Systems, Linear Algebra, Electronics, Circuits

TECHNICAL EXPERIENCE

Software Engineer

Summer 2020

Distributed Compute Labs – Kingston, ON

- Developed the backend worker API in Node & vanilla web JS to overhaul the efficiency of deploying work to our network of thousands of different computers with heterogeneous compute capability
- Improved the onboarding UX for 50+ developers joining the platform through the First Devs program
- Wrote unit & end-to-end test scripts in Node to validate user Ethereum wallets

Web Developer & Marketing Coordinator

May 2020 - Present

Canadian Undergraduate Conference on AI – Kingston, ON

- Redesigned and developed the CUCAI.ca website from the ground up using React and Gatsby
- Create branding guidelines, marketing material, and marketing plans to successfully advertise North America's largest undergraduate AI conference

Assistant Team Captain

May 2019 - Present

Queen's Robomaster Design Team - Kingston, ON

- Lead the operations of a 50+ member design team to compete in the international 2021 DJI Robomaster competition in Shenzhen, China
- As AI team manager, successfully trained and deployed a custom object detection algorithm using SSD-Mobilenet-V2 with a Jetson Nano mounted onto the robots to automatically target enemy hit plates
- Create legacy documentation, schedule weekly meetings, and write quarterly design reports

SOFTWARE PROJECTS

<https://github.com/parkuman>

AlarMe – A Special Alarm Clock App

May 2020

MLH Hack at Home

- Created a specialized WiFi Arduino MKR1000-based alarm clock that beeps, vibrates, and can only be snoozed by getting out of bed and tapping an NFC tag placed elsewhere in your home
- Developed an Android & iOS app using Flutter to set alarms on the clock and relay NFC status over WiFi

REACH – Social Event App

Jan 2019 – Apr 2019

Engineering Design & Practice Course Project – Queen's University

- Developed an Android and iOS app using Flutter, Firebase and Google Maps API to help students and companies list, find, RSVP, and pay for events around Kingston
- Relayed progress in weekly reports to a project manager, submitted professional engineering design reports outlining design processes, stakeholder needs, and future implementation plans

SKILLS

Report Writing Python Modern UI Design React js Flutter Initiative PC Building Java C OOP
Self-Learning App Development Web Development Team Management Javascript Project Management