Parker Rowe

Computer Engineering Student seeking 12–16–month internship

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Education

BASc - Computer Engineering, Innovation @ Queen's University
2018 – 2022 // Kingston, ON
→ Enrolled in a 60-person specialized stream partnered with the Smith School of Business focused on entrepreneurship and business innovation
→ Relevant Coursework: Algorithms, Operating Systems, Data Structures, Object Oriented Programming, Computer Architecture, Machine Vision, Linear Algebra

Technical Experience

Software Engineer @ Distributed Compute Labs
Summer 2020 // Kingston, ON
→ Architected & implemented a solution for initialization of different compute worker environments in Node & vanilla web JavaScript. Now in production on a network of thousands of different computers with heterogenous compute capability
→ Took initiative to solidify & improve the onboarding UX for 50+ beta developers joining the platform through the First Devs program
→ Wrote unit & end-to-end test scripts in Node to validate user Ethereum wallets and the compute API, now in company's Gitlab CI

Custom PC Builder @ Freelance
2013 – Present // Whitby, ON
→ Successfully parted and built 10+ gaming and work desktop PCs for friends, family, and external clients
→ Perform benchmarks and testing for new/overclocked components
→ Help spread a passion for PC gaming and building amongst peers

Vice Captain @ Queen's Robomaster Design Team
May 2020 – Present // Kingston, ON
→ Lead the operations of a 50+ member campus design team to build 6 robots to compete in the 2021 DJI International Robomaster competition in Shenzhen, China
→ Manage team budget and partnership outreach for the team's financial security

AI & Machine Vision Team Lead
May 2019 – May 2020
→ Planned and lead weekly team workshops for 20+ members, guiding them through the successful implementation of our plate detection model on a Nvidia Jetson Nano mounted on the team's robots
→ Successfully trained and deployed a custom object detection model using Tensorflow, Python & OpenCV to detect enemy robot armor for our auto-aim feature

Web Developer @ Canadian Undergraduate Conference on AI
May 2020 – Present // Kingston, ON
→ Redesigned and developed the cucai.ca website from the ground up using React and Gatsby
→ Created branding guidelines, marketing material, and design plans using Figma to advertise North America's largest undergraduate AI conference

Projects

Hackintosh – MacOS on a Huawei
Fall 2020
Swapped out internal SSD to dual boot MacOS and Windows 10 on my Matebook X Pro laptop. Modified MacOS kernel extensions, EFI bootloaders/partitions, drivers, and BIOS options.

prowe.ca – Personal Site
Summer 2020
Built using React, Gatsby, and hosted on Netlify. My very own website for posting about things I've been working on.

AlarMe – 'Smart' Alarm Clock
May 2020
A specialized Wi-Fi Arduino 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. Companion app for setting and snoozing alarms made using Flutter for Android and iOS.

Skills

Programming Languages
JavaScript (ES6), C, Python, Java, Flutter, HTML, CSS

Libraries & Frameworks
React, Gatsby, Node.js, OpenCV, TensorFlow

Tools & Platforms
Git, JIRA, Slack, Linux, Windows, MacOS, Bash, Firebase, Netlify, Figma, Arduino

Other
PC Building, Self-learning, Agile Development, Report Writing, Initiative, Leadership, UX Design, UI Design, Teamwork

Interests

Gaming, Camping, Running, Cooking, Guitar, Learning new skills, Travel (🤞)