Parker Rowe

Computer Engineering Student

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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

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

Assistant Team 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

AI & Machine Vision Team Lead
May 2019 — May 2020
→ Successfully trained and deployed a custom object detection model using Tensorflow, Python & OpenCV to detect enemy robot armor for our auto-aim feature
→ Hosted weekly 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

Hackathon Director @ Queen's Software Developers Club
May 2020 — Present // Kingston, ON
→ Plan and execute the logistics and events of the 2020 MLH Kingston Local Hack Day for 100+ students

Projects

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

REACH – Social Event App
Apr 2019
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.

Skills

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

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

Tools & Platforms
Git, Firebase, Jira, Netlify, Linux, UNIX, Windows, Figma, Slack, Bash, Arduino

Other
Self-learning, Agile development, report writing, initiative, leadership, UX Design, UI Design

Interests

Camping, running, PC Building, cooking, guitar, learning new skills, travel (🤞)