Paul Minkang Suk

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Education and Skills

B.A.Sc – Engineering Science *Expected graduation: May 2018*

University of Toronto, Canada | **Cumulative GPA**: 3.87/4.00

Relevant Coursework: Introduction to Computer Programming, Computer Algorithms & Data Structures

Awards:

- Received over $20,000 in scholarships including:
  - Engineering Science Research Opportunities Grant (*$6000*) (1 of 10 grants) *August 2015*
  - University of Toronto Scholars award (*$5000)* *September 2015*
- Dean's Honour List *2014 - 2015*

Experienced in: Python, C, Matlab

Knowledge of: HTML, CSS, Verilog, Java

Work Experience

Research Intern

University of Toronto Institute for Aerospace Studies (UTIAS) *May 2015 - August 2015*

- Supported the work of researchers at the vehicle simulation lab at UTIAS through extensive use of Matlab to analyze and organize large amounts of data. One of two first year students working at UTIAS
- Developed a GUI in Matlab to reduce the time it takes to analyze data from the flight simulator by prioritizing data organization and user experience
- Developed a program in Matlab that takes custom variable user input of flight conditions, and graph available wind tunnel results, resulting in significantly reduced time for researchers to access and analyze the data

Director of Operations

You're Next Career Network *March 2015 - Present*

- Planned and executed 6 student development events, attended by 400 students, ranging from resume workshops, to seminars on career opportunities
- Designed and implemented an initiative to increase awareness of the organization with first year students by collaborating with the faculty to participate in first year engineering lectures, reaching over 300 first year students

Relevant Projects

Bot-Rampage – Orbis Hackathon *October 2015*

- In a team of two, developed an AI for a turn-based, 2-D shooting game in 24 hours
- Strategized and theoretically designed algorithms focusing on different win conditions of the game
- Subsequently, based on feasibility given the time constraints, modified a breadth first search algorithm focused on identifying and moving to the least dangerous area. Utilizing the above strategy led to a top 25% of 200 finish

Piezo Impact Sensor Helmet – Engineering Idol Competition *March 2013*

- Led a group of four students to design a device that utilizes the piezoelectric effect to reduce concussions in contact sports such as ice hockey, to win the Engineering Idol competition
- Constructed a working prototype of the helmet design that estimated impact forces using an Arduino device, and relayed that data to a mobile device via a Bluetooth shield
- Co-designed an app using Java and the standard Bluetooth API to receive and display the data

Hobbies: Hip-hop dancing, Instrumental music, Baseball, Math