



## TECHNICAL SKILLS:

### Hardware

- Circuit Construction
- Soldering
- Oscilloscope
- Function Generator
- Digital Multimeter
- Arduino circuits

### Software

- C, C++, Core Java
- Python
- Javascript
- Bash
- Matlab
- VHDL

### Technical Knowledge

- Windows, LTS
- Django
- React
- Slicer3d
- Intel Quartus
- ModelSim Altera

## TRANSFERABLE SKILLS:

- Teamwork and leadership skills gained from working in the Customer Service sector for over two years.
- Efficient time-management and problem-solving skills by working part-time during school.
- Highly motivated individual with a deep interest in new technologies seeking a position to gain further experience and contribute to the field.

## WORK EXPERIENCE:

### Software Developer

Jan 20 - Present

#### FAISAL, SFU

- Designed, developed, and maintained medical image processing library using slippy python and application slicer3d.
- Collaborated with cross-functional teams to integrate different servers with internal websites for efficient data management and transfers.
- Conducted code reviews and provided feedback to team members to improve software quality and maintainability.
- Investigated and resolved software bugs to ensure optimal performance and user experience.

### Maths Tutor

Aug 21 - Jan 22

#### Tutor Doctor, Surrey

- Tutored high school and college students in a variety of maths subjects, including algebra, calculus, and statistics.
- Utilised a variety of teaching methods, including visual aids, interactive online tools, and real-world examples, to help students better understand complex mathematical concepts.
- Communicated regularly with students' parents and teachers to provide progress updates and ensure that tutoring aligned with classroom curriculum.

### Supervisor/Customer Service Representative

Feb 19 - Dec 20

#### Freshii, Port Coquitlam

- Provided exceptional customer service and hospitality to all guests, resulting in high customer satisfaction scores and positive reviews.
- Promoted to supervisor and trained new employees on company policies, procedures, and customer service standards.
- Demonstrated strong multitasking skills by seamlessly transitioning between cashier and food preparation roles during busy rush hours.
- Communicated effectively and professionally with other staff members and managers, consistently demonstrating integrity and teamwork.



## ENGINEERING PROJECTS:

### **GO-SFU Game (Fall Hackathon)**

Oct 20

- Made an open world android game with campus setting and encountering different scenarios such as meeting racoons and professors.
- Programmed the backend of the game by making maps and finding valid directions using OOPs in Java which was integrated into the android application.
- Helped draw bit characters for our own flavour of visuals in the game, and finished the game in 12 hours with a team of five.

### **CPU Simulator**

Aug 20

- Developed an in-order, fully functional C++ CPU Simulator that can execute appropriately binary-formatted programs.
- Build to analyse the performance of a reconfigurable computer architecture by defining the hardware as a software program.
- Learned to realise the operation and connect different parts of a CPU such as registers RAM, ALU and, CU etc. using concepts of OOPs and various data structures.

### **VMC (Vending Machine Controller)**

Aug 20

- The hardware offers several modes of operation to serve different purposes: restocking, purchasing, displaying prices, counting coins and returning change etc.
- Implemented computationally intensive embedded digital signal processing algorithms in FPGAs through VHDL.
- Efficiently tested the functional and timing characteristics of the VMC by making test benches using ModelSim Altera

## VOLUNTEER EXPERIENCE:

### **II Year Class Representative, ESSS**

Apr 20-Present

- Participating in bi-weekly ESSS (Engineering Science Student Society) meetings at SFU.
- Selected to represent the opinions of my fellow students who are in their second year of engineering studies for enhancing social and academic experience at SFU.
- Helped in organising this year's SFU Engineering Competition by making various forms and finding judges.

### **Games Lounge, SFU Surrey Campus**

Mar 19

- Co-ordinated indoor games on campus such as TT, Chess, Jenga etc to encourage social interaction between students.

## EDUCATION:

### **Bachelor of Computer Science**

Nov 22-25

- Aryabhata College, Delhi University