

Aydan Eng

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EDUCATION

Carleton University

Ottawa, ON

Honours Bachelor's of Engineering, Software Engineering

September 2023 - Present

- Scholarships & Awards: President's Scholarship, Henry M. Tory Scholarship, Deans' Honour List
- GPA: 11.80

SKILLS & INTERESTS

- Python, Java, C++, Javascript, HTML, CSS, SQL
- Electron.js, React.js
- Graphic/Web Design, Full-Stack Development
- Microsoft Office & Google Suite
- Project Planning & Leadership
- Strong Interpersonal Skills
- Bilingual in French & English
- Competitive Ultimate Frisbee

EXPERIENCE

Atria Court At Barrhaven

Ottawa, ON

Waitstaff

August 2022 - Present

- Ensured that the nutritional needs of over 150 residents were met and accommodated on a daily basis
- Streamlined the serving process and developed new strategies and techniques for serving residents and cleaning, leading to 20% less time needed to finish serving all residents and reset the dining room
- Successfully trained 8+ new waiters, ensuring attention to detail and a comprehensive understanding of hospitality and restaurant practices

LDHSS LINK Crew Leader

Ottawa, ON

LINK Leader

February 2022 - June 2022

- Directed and hosted 3 social and team-building events to a group of 50+ students
- Organised scheduling, budgeting and advertising for 2 school-wide events of over 2000+ students
- Fostered and mentored incoming class of students by having weekly check-ins over a period of 5 months

PROJECTS

Sudoku Solver

Python

February 2024

- Developed a sleek and interactive Graphical User Interface for a Sudoku solver application using PyGame modules for graphics, input, and event handling
- Implemented an efficient and optimized solving algorithm that utilizes backtracking to solve Sudoku puzzles of varying difficulties

Fractal Visualizer

JavaScript, Java, CSS, HTML

May 2023 - June 2023

- Developed a full-stack web application for a client at the University of Ottawa that presents a visual representation of models of Z_p that make it homeomorphic to a fractal, allowing it to be represented as a visual pattern through algorithms
- Utilised a server-side API for data retrieval and processing along with Electron.js and a CSS viewport to create an interactive frontend interface allowing users to render points and fractal representations using a user-inputted parameter
- Collaborated in a partnership utilising project planning, SDLC principles and agile methodologies to organise, schedule, and track planning, development, and team meetings over a period of 2 months

Wordle Recreation

Java

May 2023 - June 2023

- Replicated the popular word game as a full-stack application that allows users to play as many times as they would like with a randomly selected word during each instance
- Utilised Java Swing package and Abstract Window Toolkit API to develop a front-end interface