

# Rea Ahuja

[reaahuja21@gmail.com](mailto:reaahuja21@gmail.com) | <https://www.linkedin.com/in/rea-ahuja/> | [github.com/reaahuja](https://github.com/reaahuja)

## EDUCATION

### University of Toronto

*Bachelor of Applied Science in Computer Engineering*

Toronto, Ontario

*Sep. 2022 – May 2027*

## EXPERIENCE

### Undergraduate Researcher

*University of Toronto*

May 2023 – Present

*Toronto, Ontario*

- Spearheaded the development of a Visual Studio Code Extension for the first-year engineering programming course (APS105), under the guidance of Professor Salma Emara.
- Employed advanced technologies such as Typescript, REST APIs, MongoDB, Azure, and Git in the extension's development process.
- Conducting extensive research to assess the educational impact of the extension and actively exploring innovative approaches for project enhancement.

### PCB Designer

*University of Toronto Aerospace Team*

June. 2023 – Present

*Toronto, Ontario*

- Responsible for the designing and testing of PCBs using Altium for the FINCH satellite, as a member of UTAT's Space Systems Electrical Team.
- Engaging in collaborative troubleshooting to identify and resolve design issues before the manufacturing stage.
- Providing mentorship and technical guidance to new team members, facilitating their proficiency in Altium and project development.

## PROJECTS

### Music Box | C++, Arduino

June 2023

- Engineered an innovative music box, integrating C++, an Arduino Uno Board, a custom-designed PCB, and 3D CAD modeling techniques.
- Awarded Bronze in the National SSCS Competition for creating a unique musical instrument, showcasing engineering creativity and skill.

### Mathrix Mornings | Verilog, DE1-SoC Board

December 2023

- Designed an interactive math-based alarm clock, aiding users in timely waking with engaging math challenges.
- Developed versatile input capabilities, accepting data from an external PS2 keyboard and the board's switches and keys.
- Enabled the clock to solve linear and quadratic equations, as well as calculations involving 2x3 matrices.
- Utilized a VGA display, hex display, and LEDs for dynamic and user-friendly output presentation.

### Self-Orienting Rover

January 2023

- Crafted a mechanical simulation Mars rover for UTEK's Junior Design Competition, securing 1st place and advancing to the provincial competition.
- Constructed the rover with a spring system, multiple shock absorption mechanisms, and a wheel system using primarily cardboard, balloons, Popsicle sticks, and wooden wheels.

## TECHNICAL SKILLS

**Languages:** C, C++, Javascript, Java, Python, Verilog, Assembly, SQL, HTML5, CSS3, BootStrap, MATLAB

**Frameworks:** React, Node.js

**Databases:** MongoDB

**Developer Tools:** Git, Azure, Google Cloud Platform, VS Code, Visual Studio, Visual Studio Code Extension API, ModelSim, Quartus, PyCharm, IntelliJ, Eclipse, Prettier

**Hardware Platforms:** Nios II Processor, DE1-SoC Board, Arduino, Raspberry Pi

## AWARDS

**First Year Summer Research Fellowship**

2023

**Dean's Honour Roll (2)**

2023

**Schneider Electric Canada Scholarship (2)**

2023