Shadman Kaif

COMPUTER ENGINEERING STUDENT

CONTACT

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SKILLS

Languages

C++ | C | Verilog | JavaScript | MatLab | Assembly | Python | Turing

Systems, Frameworks & Tools

Quartus | ModelSim | MultiSim | Node.js | Linux | Mac OS | Git | Visual Studio

EDUCATION

University of Toronto
BASc - Computer Engineering
2nd Year
Robotics & Mechatronics Minor
2018 – 2022

AWARDS

Edward S. Rogers Admission Scholarship (June 2018)

UofT Scholar's Award (February 2018)

International Baccalaureate Diploma (July 2018)

Core French Completion (June 2018)

EXTRA-CURRICULARS

First Robotics Competition (September 2017 – April 2018)

Bendale Acres Long-Term Care Home Volunteer (May 2015 – January 2018)

Chess Team (September 2013 – June 2018)

INTERESTS

Video Game Design

Data Analysis

Web Development

Music

Sports

WORK EXPERIENCE

Sata Computers Inc.
May 2019 - August 2019

Technical Associate

- Identified customers' desired products and was able to sell the products accordingly
- Informed and educated the customers about business partners associated with the company such as ACN and Xoom Energy
- **Removed malware** on desktops, installed Microsoft Office on computers, and replaced screens on computers
- Replaced toners on printers, and learned about various parts of computer hardware and software

Bengali Information and Employment Services
June 2019 - August 2019

Community Development Assistant

- Created **online adverts** and assembled a team of twenty-three volunteers
- Organized and ran various fundraising events to raise money with the volunteers
- Updated the organization's website frequently using **WordPress**
- Created and promoted flyers using **Adobe Photoshop** to promote the non-profit organization's events such as the annual general meeting and the job search and networking building workshop
- Organized and ran the non-profit organization's inaugural youth photography contest

Art Gallery of Ontario
October 2016 - February 2017

Audio Guide Technician

- Welcomed visitors, and responded to visitor inquiries related to the exhibition and its content
- Enhanced the visitor experience by enthusiastically engaging the visitor in a conversation about the benefits of using an audio guide unit
- Distributed audio guide units, providing a brief "how-to", and assisting with their return, reuse and retrieval, maintaining an adequate stock to ensure smooth service
- Troubleshooting basic technical issues (malfunctions), to report to the Coordinator re: maintenance and repair
- Monitored inventory levels, and informed Coordinator when levels were unsatisfactory, as required

Berry Road Food Co-op
January 2019 - April 2019

Design Team Member

- Worked alongside five other engineering students as part of the Engineering Strategies & Practices II project
- Given a client statement, the team created **Project Requirements** and **Conceptual Design Space** documents in which the client's problem was identified and three engineering solutions were pitched
- Researched about dehydration processes that would extend the shelf life of vegetables
- Presented the final three engineering students to the client, fellow engineering students and University of Toronto professors

PROJECTS

Hot Wheels Car Racing Game | Verilog HDL October – November 2019

- Programmed a car racing game using Verilog HDL, VGA display, and Intel Altera's DE1-SOC board
- Made use of a PS/2 keyboard, finite state machines, and clocks and counters
- Used Quartus and Modelsim to troubleshoot and test Verilog code

Asteroid List AI | C++ November 2019

- Created an AI for an asteroid shooting spaceship game provided by a professor at the University of Toronto
- The AI performed 6th best amongst 350 Electrical and Computer Engineering students in the class
- Used linked lists, object-oriented programming, and inheritance to create the AI

Binary Search Tree Domain Name Server | C++ November - December 2019

- Created a domain name server using the binary search tree algorithm for insertion, deletion, find, clear, print
- Used a command line parser, linked lists, and object-oriented programming

Others: Tic-Tac-Toe, Music Library, Rocket Ship Simulation, Traffic Light Simulation