

SIMON MAROTTE

ASPIRING COMPUTER ENGINEER



Engineering
Co-op Program

ABOUT ME

Hey everyone! My name is Simon Marcotte, and I am taking a BSc Computer Engineering Co-op at the University of Alberta! Ever since I was young I was always curious about how websites operated, or how computer components store and process our data we send it, and I am very excited every year to learn more and more!

Despite my love and keen interest for computers, I also consider myself a musician! I have played the drums for over 10 years and the violin for 7 years too, in bands or just for fun, and have ranked 1st in several jazz/symphony competitions!

CONTACT



780-235-1492



scmarcot@ualberta.ca



github.com/simonMarcotte



simonmarcotte.netlify.app

EDUCATION

University of Alberta, Class of 2026
BSc Computer Engineering Co-op

Cummilative GPA: 3.0/4.0

Completed Coop Terms: 1/5

Completed Academic Terms: 5/8

SKILLS

SOFTWARE:

- C/C++, Python, Javascript, HTML, ReactJS, SQL, MATLAB, Assembly, VHDL, jQuery and Axios, GCP, Apps Scripts, Git

RELEVANT COURSEWORK:

- Calculus I II & III, Linear Algebra, Circuits I&II, Electronic Devices, Intro to File and Database Management, Object Oriented Software Design, Computer Organization/Architecture

WORK EXPERIENCE

Bridge2Engineering Program Instructor

Faculty of Engineering - University of Alberta

2023: May to August

- Partnered with 5 other coop students in order to maintain, innovate, and build more of the Bridge2Engineering program for students entering 1st year engineering. Worked over 5 projects simultaneously within different groups. Designed and lead Week 2 of the virtual camp for over 25 campers, where I taught the engineering concepts and problems around Rocket Propulsion.

Produce Clerk

July 2019 - October 2020

Food Basics

- Complied to company safety standards when restocking, handling, and preparing produce. Performed under fast-paced and high intensity environments and took on multiple responsibilities at once. Communicated and responded to inquires of upwards of 30 customers per day to ensure efficiency.

Engineering Summer Camp Volunteering

July 2019 - October 2020

University of Ottawa

- Cooperated with a team of counselors to coordinate and arrange engaging activities for campers. Supervised campers to assure well-being while maintaining a high safety standard. Interacted with and provided feedback to parents daily.

PROJECT EXPERIENCE

Web App - Personal Portfolio

Personal Project

June 2023 - Present

- Created a personal portfolio Web App using ReactJS and Tailwind CSS. The Web App features excellent design and UI, a light and dark mode, card components, glows, buttons and hover effects, and much more. Code available on GitHub, and website available for viewing here: simonmarcotte.netlify.app

Web App - Destiny 2 Statistics

Personal Project

May 2023 - Present

- Assembled a personal web application using JavaScript and ReactJS. Users may input a player's gametag, and information and statistics about the players performance are returned. The application uses jQuery to make get and pull requests from Bungie's API. Code available on GitHub.

Python Discord Bot

Personal Project (Used for Bridge2Engg)

May 2023 - Present

- Created a functional bot using Python and the discord.py which was used professionally within the student and staff discord of 200+ people for Bridge2Engineering. The features of this bot include global slash commands, games, special message formatting, and other fun commands. The bot was hosted using a Google Cloud Platform VM. Code available on GitHub.

Asteroids (1979) Remake

Lisgar Collegiate Institute

February 2019

- Recreated the 1979 "Asteroids" game in C++ using the Allegro 5 visual package alongside a peer. Our design featured an interactive and creative UI and title screen, along with a score counter, buttons and the game itself. Initial Ideas were documented and proposed and kept daily logs to stay ahead of deadlines.