

Simon Marcotte

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SUMMARY

I am a dedicated third-year Computer Engineering student at the University of Alberta with a passion for technology and problem-solving. I excel in programming, project management, and in collaborative environments, and I'm eager to contribute my skills to your organization. I am available for an 8 month placement starting January 2024.

EDUCATION

University of Alberta

3rd Year, Class of 2026

BSc. Computer Engineering Co-op

5 of 8 Academic Terms Completed

Relevant Coursework: Honors Python and C++, Data Structures and Algorithms, Object-Oriented Software Design, Continuous and Discrete Time signals, Computer Architecture, Introduction to Digital Logic Design, Electronic Devices.

EXPERIENCE

Bridge2Engineering Program Instructor

May 2023 – August 2023

Faculty of Engineering - University of Alberta

Edmonton, AB

- Developed the Bridge2Engineering engineering student on-boarding program to help students succeed academically and socially within their first year in an engineering degree.
- Led the redesign of the curriculum for a three-week virtual engineering camp focusing on Rocket Propulsion, and instructed 45+ students in various engineering concepts, resulting in increased readiness for upcoming coursework.
- Designed an engineering discipline quiz using Google Forms, Sheets, and Apps Scripts, resulting in over 100 students completing the quiz and expressing its usefulness in selecting their engineering discipline.
- Successfully coordinated and executed 6 projects in diverse teams, exhibiting strong project management skills.
- Expanded the coding essentials package, giving over 200 students a deeper understanding of programming concepts in Python, C++ and MATLAB.

Produce Clerk

July 2019 – October 2020

Food Basics

Ottawa, ON

- Performed under fast-paced and high intensity environments and took on multiple responsibilities at once.
- Communicated and responded to inquiries of upwards of 30 customers per day to ensure high efficiency.

PROJECTS

Destiny 2 Statistics - Web Application | *Axios, Fetch, REST API, JSON, Postman*

May 2023 - Present

- Built a search engine which uses Fetch to make requests from Bungie's REST API, which updates the search field as the user types in a player's in-game name. Clicking a player's name returns their in-game statistics.
- Used applications such as Postman to test different endpoints and to easily visualize returned JSON files.

Portfolio Website | *JavaScript, React, Tailwind CSS, Git*

June 2023 – Present

- Created a personal portfolio web application using React.js in the frontend, and styled with Tailwind CSS.
- Features excellent UI, light or dark mode, auto-scroll, glow and hover effects, and more. [Link](#)

Bot2Engg - Discord Bot | *Python, discord.py, Google Cloud Platform*

May 2023

- Created a discord bot using Python and discord.py to automate tasks and engage with 300+ students in the official Bridge2Engineering discord server.
- Hosted Bot2Engg on a Google Cloud Platform VM, so that it could autonomously interact with users at all times.

Traffic Light Digital Circuit | *VHDL, Vivado, Digital Logic Design*

November 2022

- Designed a digital circuit using VHDL, and implemented 3 D-type flip-flops on a Zybo Z7 embedded software circuit board to mimic traffic light functionalities at traffic intersections.

SKILLS

Programming: Python, C, C++, JavaScript, Java, VHDL, SQLite, React, Tailwind CSS, Fetch, Axios.

Developer Tools: Git, Linux/Unix, Google Cloud Platform, Vivado, Postman, UTM, Dia.

OTHER

Language: English (Native), French (Intermediate) **About:** Canadian Citizen with Class 5 GDL, open to relocation.