# Sheikh Tahmid

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## Skills

- Programming Languages: Java, JavaScript, HTML, CSS, C, Python
- Tools and Frameworks: Android SDK, JavaFX, Swing, NodeJS, Electron, Git
- Computer-Aided Design using Autodesk Inventor

## Projects

***Laptop Guard***                                               ***Java, C, JavaFX, JavaMail, WinAPI***

- Created a desktop app to protect against potential laptop thefts
- App locks out the laptop when enabled, sounding an alarm and sending an email notification to the user if the machine is unplugged; alarm stops only when user logs back in and disables app

***Quantitative Data Analysis App - "Scouting App"***                          ***Java, Swing***

- Created a desktop app with a GUI to scout and analyze robots at robotics competitions
- User records a robots' stats after each match, allowing app to calculate averages and standard deviations for a robot's performance over multiple matches, and then rank each robot

***Personal Website***                                               ***JavaScript, HTML, CSS***

- Created a website from scratch, using JavaScript to implement dynamic and interactive elements

***Boxie Vs the World***                                               ***Java, jMonkeyEngine***

- Created a 3D game where user controls a robot character to collect various game objects
- Created the character and game models with Autodesk Inventor and Blender

***Word Matching Game***                                               ***Java, Android SDK***

- Created an Android brain-training app where user matches randomly generated pairs of words hidden in a randomly generated grid, at increasing difficulty levels

***Pong Desktop App***                                   ***JavaScript, HTML, CSS, NodeJS, Electron***

- User plays a game of Pong by controlling their paddle against a computer-controlled opponent

## Experience

***Member and Captain of FIRST Robotics Competition Team 5036: The RoboDevils***      ***2014 - 2018***

- Worked with high school team to create an industrial-sized robot each year, designed to play a unique real-time strategy-based game for the FIRST Robotics Competition
- Led team to progress from ranking 44/48 at a local competition in 2014 to making 2 back-to-back World Championship appearances in 2017 and 2018
- Official captain for last 2 seasons; sole programmer and lead CAD designer for last 3 seasons
- Designed robots with Autodesk Inventor and programmed them in Java
- Earned the team the Innovation in Control Award in 2018 for software that contained implementations of PID loops and used various sensors such as encoders and a potentiometer

***Robotics Instructor at Bot Camp***                                               ***July 2018***

- Taught students aged 10-14 how to design, build and program robots using the VEX IQ platform

***Created "Wheely" Promotional Robot for SmartWheel Canada***              ***July - August 2017***

- Designed and constructed a robot mascot with various materials for a hoverboard retailer
- Programmed a Java app deployed on a Windows tablet to act as the robot's "face"
- Programmed Android app to discreetly control "face", making robot "talk" and vary its expression

***Robotics Instructor at Toronto District School Board***                          ***July 2017***

- Taught summer school students in grades 1-5 how to code robots with block-based programming

## Education

***University of Waterloo***                                               ***2018 – present***

- Bachelor of Computer Science, Class of 2023