Sheikh Tahmid

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Skills and Abilities

- Programming languages: Java, JavaScript, HTML, CSS, C, C++, Python, Ruby, Racket
- Tools and Frameworks: Android SDK, NodeJS, Electron, Git, OpenCV, JavaFX, Swing
- Computer-Aided Design using Autodesk Inventor
- Manufacturing skills: using a miter saw, bandsaw, drill press and various other tools

Work Experience

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 Java app deployed on a Windows tablet to act as the robot's "face" and programmed Android app to remotely control robot "face", making it "talk" and vary its expression
- TAVES Consumer Electronics show preview mentioning the project briefly

Robotics Instructor at Toronto District School Board *July 2017*

- Taught summer school students in grades 1 to 5 how to program robots using tablets

Featured Projects

FIRST Robotics Competition Robots for Team 5036: The RoboDevils *2015-2018*

- Team progressed from ranking 44th out of 48th at their local competition before my involvement to making 2 back-to-back World Championship appearances in my final two years
- 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
- Fundraised over $7000 over four years to support the team
- Earned the Innovation in Control Award in 2018 for my software that contained implementations of PID loops and used a variety of sensors, including encoders and an ultrasonic sensor
- 2018 season recap video, 2018 source code and 2017 source code

Pong Game with Electron *2018*

- Self-taught NodeJS and Electron by implementing a game of Pong
- User controls their paddle against a computer-controlled opponent
- Demo video and source code

Boxie Vs the World *2016*

- Created a 3D game with Java by using the jMonkeyEngine library and IDE
- User controls a character to collect coins and "cheese" to earn the ability to jump
- Created character and game models with Autodesk Inventor and Blender
- Demo video and source code

Volunteer Experience

Alumni Mentor for FIRST Robotics Competition Team 5036: The RoboDevils *2018-present*

- Gives advice and teaches current students in the areas of programing, design and strategy

Education

University of Waterloo *2018-present*

- Computer Science Hon. Student with Co-op

Sir Wilfrid Laurier C.I. *2014-2018*

- OSSD, International Baccalaureate Diploma and French Certificate of Completion

Awards and Achievements

- *President's Scholarship of Distinction*, University of Waterloo 2018
- *Principal's Award for Student Leadership*, Sir Wilfrid Laurier C.I. 2018