

Thomas Arellano

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SKILLS

- Proficient in C++, C#, Java, HTML5, and git through programming courses
- Good communication skills shown in report writing and presentations as Chair of Communications Council
- Able to adapt and quickly learn when faced with challenges as seen in excellent performances in math contests

PROJECTS

Impulse, C# Game

Guelph, ON

Bishop Macdonell CHS

May 2015 – Jun 2015

- Built a billiard-style game with realistic collision code and physics simulation using object oriented programming
- Designed functional user interface, challenging levels, and appealing graphics

Self-driving Car, Arduino Hack

Guelph, ON

Bishop Macdonell CHS

May 2015 – Jun 2015

- Built an autonomous RC car with a custom servo-motor for more precise steering in a small team
- Programmed automatic steering using feedback from range finders to maneuver and avoid obstacles

Twack, C# Game

Guelph, ON

Bishop Macdonell CHS

Mar 2013 – Jun 2014

- Designed and developed a C# game with custom artificial intelligence and graphics
- Collaborated with a team to brainstorm and plan the development of the game

EXPERIENCE

Bishop Macdonell CHS

Guelph, ON

Tutor, Math and Science

Sep 2013 – Jun 2014

- Taught math and science to high school students after school
- Setup communication system between students for feedback and homework help

AWARDS AND SCHOLARSHIPS

- 2015 Schulich Leader Nominee, for innovation and leadership skills within the fields of STEM
- 2015 University of Waterloo President's Scholarship, for 94% entrance average
- 2015 Cardinal Collins Achievement Award, for achieving above 90% throughout all of high school

EDUCATION

University of Waterloo

Waterloo, ON

Candidate for Bachelor of Applied Science, Computer Engineering

Sep 2015 - Present

- Relevant courses: Embedded Systems, Digital Circuits; developing repertoire of C++, Java, and VHDL