

DAVID CHAU

2B MECHATRONICS ENGINEER

☎ 519-404-7925

✉ d5chau@edu.uwaterloo.ca

🌐 davidchau.me

SKILLS

LANGUAGES

C++
CSS
HTML
Java
Javascript

DESIGN

Adobe Illustrator
Adobe Photoshop
AutoCAD
SolidWorks (CSWA)

TOOLS/Frameworks

Bootstrap
Extensive Testing
GitHub
Qlikview

EDUCATION

UNIVERSITY OF WATERLOO

- Candidate for BAsC in Mechatronics Engineering (Expected to graduate in 2020)
- 84.52% cumulative

APPLICABLE CONCEPTS

- Data Structures
- Design Patterns
- OOP

AWARDS

- 2015 Recipient of President's Scholarship

WORK EXPERIENCE

SOFTWARE QA ANALYST

(Jan '17 - Apr '17)

Unitron Hearing Ltd - KITCHENER

- Executed **135 test cases** using black-box testing methodology on proprietary software applications, leading to **11 major defects** being discovered
- Implemented solution to enable cross-application automation testing, resulting in a **200% increase** to the existing test pool and **24 days** of testing being saved
- Designed and implemented **111 detailed test scripts** through **Extensive Testing**, improving the reliability and efficiency of test procedures

INFORMATION TECHNOLOGY INTERN

(May '16 - Aug '16)

Purolator Inc - MISSISSAUGA

- Increased efficiency of monthly OTP customer reporting by **12%** through the development of an automation process using **Excel VBA**
- Enabled translation of Qlikview Dashboard content to PowerPoint based business reports using **VBScript**, effectively saving **14 days per year** of manual work
- Supported creation of Qlikview Dashboard to provide internal users with guided analytics via dynamically displayed data and tailored report creation

PROJECTS

COMPLETE

(Feb '17 - Mar '17)

Portfolio Site | davidchau.me

- Developed a fully responsive and cross-browser compatible website to serve as a personal portfolio to potential employers
- Built using **Bootstrap, HTML, CSS, Javascript, Photoshop, and Illustrator**

COMPLETE

(Nov '15 - Dec '15)

Gumballin

- Co-developed an **autonomous robot** that receives, dispenses, and categorizes coloured gumballs based on sensor feedback and user input
- Designed and implemented algorithms in **RobotC** to fulfill functional requirements of robot and resolve issues with sensor integration into mechanical system

COMPLETE

(Oct '14 - Jan '15)

Cygnus Strike

- Created a space shooter **mobile game** for the **Android** platform using LibGDX, a Java game development framework