THEO HRONOWSKY

COMPUTER SYSTEMS ENGINEER

CONTACT

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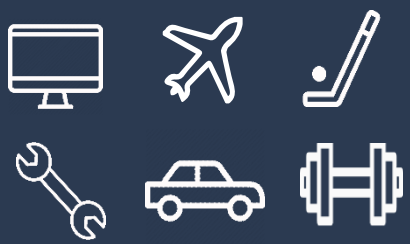
SKILLS

Hardware:
-Wide range of hardware (circuit boards, processors, oscilloscopes, function generators, amplifiers, microcontrollers, FPGA, Raspberry Pi, Arduino)

Software:
-Developing, testing and debugging code; designing interfaces; and administering systems with programming languages: Java, Python, Visual Basic, C, C++, MATLAB, Assembly languages, HTML, CSS, Javascript, PHP
-Knowledge of operating systems such as Windows and Linux

Additional:
-critical thinking and communication skills
- Quick learner and ability to master new technologies
-Ability to work in both team and self-directed settings

HOBBIES



CAREER OBJECTIVE

To exercise my passion for innovation and apply the knowledge and technical skills acquired in my field of study, Computer Systems Engineering

EDUCATION

Carleton University
Bachelor of Computer Systems Engineering | Year 4
September 2015 - Present

St.Mark Catholic High School
Grade Twelve Advanced Diploma, French Immersion, June 2015

- DELF (Diplôme d'études en langue française) B2 level French test

PROJECTS

Software Development for the Northern Nomad Tiny House
Carleton University | September 2018 – Ongoing
-Ottawa, ON

- Implementation of many key concepts such as sustainability and interdisciplinary integration
- Integral inclusion of real time monitoring, embedding systems, machine learning and network communications.
- Implementation of automated systems using sensors and other monitoring methods

TFTP Network System Project
Carleton University | January 2018 – April 2018
-Ottawa, ON
Github.com/theohronowsky/3303Project

- Real-time concurrent systems project involving the use of TFTP networking
- Final system consisting of TFTP clients running on one or several computers, an error simulator, and a multithreaded server that runs on different computer
- Process of building a reasonably complex concurrent system with aspects of the project involving design, coding, testing and debugging

Smart Mirror "The Connected Mirror"
Carleton University | September 2017 – December 2017
-Ottawa, ON
Github.com/theohronowsky/connectedmirror

- Systems development design project "Connected Mirror" – semester long project entailing the design, testing and implementation of a modern day smart mirror by applying current programming languages, design patterns, frameworks, UML, and development processes
- Constructed moderately complex systems composed both of embedded computing and web-enabled applications to implement smart mirror interface

WORK EXPERIENCE

General Labourer
May 2018 - September 2018 | Exact Landscaping – Ottawa, ON
Lawn and Garden Maintenance Labourer
May - September 2015 - 2017 | Greenlife Landscaping – Ottawa, ON
Labourer
July - October 2014 | Target Driving Range – Ottawa, ON
Grounds Crew/Backshop
April - October 2012 - 2013 | Emerald Links Golf Course– Ottawa, ON