Umar Rajguru

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EDUCATION

McMaster University

Hamilton, ON

B.A.Sc Honours Computer Science, Minor in Math, GPA: 3.65

Sept. 2021 - April 2025

EXPERIENCE

McMaster Battery Challenge Team

November 2023 – Present

McMaster University

Hamilton, ON

- Competing against 12 universities in the <u>Battery Workforce Challenge</u> where we build, test, and integrate a cutting-edge EV battery pack made from scratch into a Stellantis vehicle.
- Designing algorithms that optimize energy efficiency, battery management, and safety protocols, ensuring the successful integration of our custom EV battery pack into the Stellantis vehicle in the three year competition.

PROJECTS

Project Pythia: K_p Index Prediction \square | Python, TensorFlow, JavaScript, ThreeJS

Oct 2023 - Oct 2023

- Selected to represent Hamilton as a global nominee in the NASA Space Apps Challenge hackathon for creating a machine learning model that predicts geomagnetic storms using spectral data from the DSCOVR satellite.
- Employed Convolutional Neural Networks and Recurrent Neural Networks using TensorFlow and Keras, utilizing a 2D CNN for spatial data, a 1D CNN for sequential data, and an RNN for capturing temporal dependencies.
- Crafted an aesthetically engaging web application with a **ThreeJS-powered** globe visualization, enabling users to interact with a time-slider for intuitive exploration of forecasted K_p index variations in electromagnetic storm forecasts.
- Co-authored a paper on our combined CNN and RNN approach for K_p index prediction, illustrating our methods to construct a model with 87% accuracy.

Double Pendulum Numerical Solver \square | C++

Dec 2022 - Dec 2022

- Implemented a **numerical solver in C++** for a double pendulum system that can be used to simulate the motion of a double pendulum.
- Used Runge-Kutta 4th Order numerical integration methods to solve for pendulum angles and angular velocities.
- Visualized the results of the solver by using an external plotting library to plot resulting data.
- Converted resulting angle data to Cartesian coordinates to create a 2D trajectory plot of the double pendulum.

3D N-Body Simulation ☑ | JavaScript, React, ThreeJS

Aug 2022 – Aug 2022

- \bullet Created a web-based 3D N-Body simulation using $\bf ThreeJS$ and $\bf React.$
- Utilized Runge-Kutta 4th Order numerical integration methods to simulate the motion of numerous gravitational bodies.
- Made use of **OOP design principles** to create a modular and extensible codebase.

JadeLang Virtual Machine \Box | C

Jan 2021 – Jan 2021

- Worked in a team of 2 to design a syntactically unique programming language.
- Developed a stack-based virtual machine for the purpose of program bytecode execution.
- Outlined a unique instruction set architecture for the virtual machine and implemented it in C.
- Collaboratively worked on and formalized a grammar for the programming language.

StratusVM 🗗 | C

Dec 2020 – Dec 2020

- Developed a stack-based virtual machine with an assembler for the purpose of executing instructions.
- Wrote and documented an extensible instruction set for the virtual machine.

TECHNICAL SKILLS