Viktor Neshikj

Auckland, New Zealand

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Objective

I'm a passionate aspiring computer engineer wanting to improve the lives of people around the world. As an extroverted person, I love working in a group but also enjoy working independently. I'm not just about getting things done, I strive to give my absolute best no matter the task at hand. Above all, what is most important to me is bringing joy to my colleagues and the end-users through my work.

Education

Bachelor of Engineering (Honours) at The University of Auckland - present (Graduating 2025)

Project Experience

Flappy Bird - Cyclone 5 FPGA (2023)

- VHDL project implemented on an FPGA development board, viewed through VGA output.
- Designed a finite state machine for the different game states and game flow control.
- Developed components to implement VGA output, including horizontal and vertical synchronization.
- Project in collaboration with two other individuals.

AI Based Sign Language Interpreter (2023)

- Developed an AI-based model to interpret American Sign Language in Python using PyTorch.
- Followed an MVC design pattern and developed the UI in Python using PyQt5.
- Professionally presented the end product to a large audience and produced a detailed design report summarising the system design, research findings, and performance.
- Collaborative project with two other individuals.

Android App - Java (2023)

- Watch showcasing app developed in Android Studio.
- Implemented search functionality, item filtering by category, navigation bar, and UI with the wireframing constructed in Figma.
- Developed the main page, search page and item view page.
- Collaborated with one other individual in a lean development environment.

Inductive Energy Monitor (2022)

- Embedded system project monitoring real-time energy usage of an inductive appliance.
- Designed hardware for signal sensing and signal conditioning.
- Designed firmware in use for digital signal processing and data transmission through UART.
- Led a team of four in an agile environment with weekly progress checkups.

Extracurriculars

Engineering Tutor - University of Auckland

I tutor first-year and second-year engineering students every week. The topics I teach vary from embedded systems design, including firmware and hardware, to circuit analysis methods and debugging programming applications.

Skills

Technologies:
C, Altium, LTSpice, Quartus Prime, VHDL, R, Modelsim, Python, Java, HTML/CSS/JS, React, MATLAB

Relevant Courses:
Hardware Software Systems Design, Embedded Systems, Electronics, Control Systems, Computer Architecture, Object Oriented Programming, Managing Projects and Innovation