

## Summary

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- Utilized **System calls in UNIX systems** when implementing hardware simulations with C
- Completed courses in Algorithm Analysis and Data Structures to solve complex problems
- Applied **Object Oriented Programming concepts** and **MVC-model** to deliver game projects developed in **JAVA**
- Explored ways to utilize **TensorFlow, Keras and pyTorch** for image classification

## Work Experience

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### ZAMAZ Inc - University of Guelph (Engineering Design III)

Jan 2022 – Apr 2022

*Software Developer*

*Guelph, Ontario*

- Designed and implemented an image classification model based on pixel calculation to work with limited and low power computers, in a portable form factor
- Developed strong interpersonal and communication skills from interacting professionally with all stakeholders including judges, professionals and peers
- Proceeded in winning among the other 50+ competing groups over a \$2,000 prize

### Kitchener Downtown Community Health Centre - SRHC

July 2020 – Oct 2020

*Information Technology Analyst*

*Kitchener, Ontario*

- Work with tight budget and short deadlines for equipment upgrades
- Improved networking and phone systems by adding new features and infrastructure
- Boosted information sharing by enhancing interfaces between computer systems
- Saved \$5,000 by implementing cost-saving initiatives that addressed long-standing problems

## Projects

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### Image Classifier | *Python, Jupyter Notebook*

April 2022

- Compared current ImageNet algorithms such as EfficientNet, ResNet and VGG-16, to come up with an implementation to predict car model information at a better accuracy and in a more efficient manner

### Image Processor | *Python, Jupyter Notebook*

April 2022

- Utilized libraries such as SciPy, numpy, matplotlib to perform pixel calculations on an image and return useful info

### Memory Management Simulator | *C, VS Code*

March 2022

- Created a simulation program that simulates First fit, Best fit, Worst fit, and Next fit memory management algorithms

### Lights Out | *Java, VS Code*

March 2020

- Implemented the game, Lights Out, with the capability of providing possible solution at any given time

### uOttaHack | *Java, Android Studio*

Feb 2019

- Worked with a group to deliver an app that reads user's input off a keyboard that is printed on a piece of paper

## Technical Skills

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**Languages:** Python, C, Java, JavaScript, HTML, CSS, PHP

**Software:** VS Code, pyCharm, Matlab, Linux, macOS, Windows, Github, Anaconda

**Robots:** Kuka (KRL), Fanuc CR 4iA (Python), Baxtor(Python, ROS)

**Relevant Courses:** Data Structures, Discrete Structures, Operating Systems, Algorithm Analysis, Modeling Systems

## Education

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### University of Guelph

Sep. 2019 – May 2023

*Bachelor of Engineering in Electrical and Computer Engineering*

*Guelph, Ontario*

## Extracurricular

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### First Robotics Competition

Winter 2017, Winter 2018

*Team Member*

*2702 Rebels*

### Skills Ontario Competition

Spring 2018

*Team Member*

*Eastwood Collegiate Institute*