Clarke Needles

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EDUCATION

Queen's University

Kingston, ON

Bachelor of Applied Science, Computer Engineering (3.5 GPA)

2023 – Present

- Areas of Interest: Embedded systems development and UI design.
- **Related Coursework:** Computer science, computer architecture, data structures and algorithms, mathematics, engineering design projects.

PROFESSIONAL EXPERIENCE

FUJIFILM VisualSonics Toronto, ON

Quality Assurance Engineering Intern

May 2024 – August 2024

- C# to automate manual UI system tests through unit testing.
- Working with a large team, large codebase, development roadmaps, development tools, communication tools.

Software Engineering Intern

May 2025 – August 2025

- C and C++ to work with the WinAPI for the system apps. Working with ATL and COM objects.
- Developed a TreeView file navigator panel using the MVP model to improve productivity for a service team app.

PERSONAL EXPERIENCE

Individual Projects

- Data Structures Project data structure library coded entirely in C including various algorithms.
- Fractals Generator C++ application using Windows API. Generate multiple fractals using multithreading, SSE, and AVX. Timing of generation methods to illustrate the effect of larger registers for computation speed.
- Password Manager password manager coded in Java with encryption. UI made with Swing.
- Sketchy Skies video game coded in python using Pygame.

Team Projects

- Audio Gain Amplifier AC-DC power supply using a 10:1 transformer, full bridge rectifier, and voltage regulator. Power supply fed into the high current gain Darlington audio amplifier using BJT's.
- Automated Fluid Dispenser using Arduino, IR sensor, peristaltic pump, motors, and SolidWorks to design a precise concentration-based fluid dispenser for medical applications.
- *Predicting and Visualizing Wildfires* using various Python libraries to interpret data with data frames and represent it visually using graphs and heat maps.
- Machine Learning Project Python machine learning model to detect walking versus jumping.
- Parcel Shield package safety system to combat against porch pirates. Using Arduino, MQTT broker, Flutter for web app, 3D printing, and external sensors.

ACTIVITES AND LEADERSHIP

Level 3 Baseball Umpire — Ontario Baseball Association	2020 - 2022
Level 1 Snowboard Coach — Georgian Peaks Ski Club	2021 - 2022
Baseball Instructor — East York Baseball Camp	2022 - 2023
Canadian Computing Competition — University of Waterloo	2022 - 2023
PicoCTF Hackathon — Carnegie Mellon University	2022 - 2023
Men's Baseball — Queen's University (2023 Canadian Baseball Guru Rookie of the Year)	2023 – Present

SKILLS

Programming: Python, Java, C, C++, C#, Git, Jenkins, Jira, SVN.

Technical: Data structures and algorithms, OOP, GUI's.

Workplace: Effective communication, problem solving, professionalism, teamwork.

Languages: English, French.

Interests: Baseball, visual design, video editing, video game competitions and development, weightlifting.

References Available upon request.