

Jeremy Poulin

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Skills

Programming Languages: Java, C/C++, C#, JavaScript, Python, TypeScript, HTML/CSS, MySQL, LaTeX

Developer Tools: React Native, React.js, Jetpack Compose, Unity, Git, Altium Designer, SolidWorks, STM32CubeIDE

Soft Skills: Group work, Team leadership, Client relations, Communication

Software Projects

STUDIUS | *React Native, Node.js, MySQL, TypeScript, AWS* Jan 2025 – Present

- Building a social media application which tracks, logs and shares study habits to encourage academic growth
- Full stack development using a MySQL database (with AWS), a React/TypeScript frontend and a Node.js backend
- Interfacing with Android and IOS native APIs in order to provide a device-integrated experience
- Using Tailwind CSS to style pages, creating an attractive, function-oriented user interface

GAME DEVELOPMENT | *Java, C#, Eclipse, Godot* Aug 2023 – Present

- Led development in a team of 5 students to complete a game jam submission in 9 days (2025)
- Designed and developed a video game using Java and JFrame library with Eclipse (2023)
- Created 2 dedicated Linux devices with integrated Raspberry Pi, battery, controls, screen and custom casing to allow for a unique, enhanced player experience and increase portability (2023)

PORTFOLIO WEBSITE | *React.js, JavaScript, TypeScript, HTML/CSS* Jan 2025

- Strengthened previous JavaScript knowledge by building a Single Page Application from the ground up.
- Researched and implemented various libraries such as React Router to accelerate the project timeline

AUDIO PLUGIN | *C++, CMake* Nov 2024 – Present

- Developing a plugin for Digital Audio Workstations to simplify and optimize digital audio **signal processing**
- Utilizing the JUCE Framework to streamline development and ensure cross-platform compatibility

Hardware Projects

TURNTABLE DESIGN | *Altium Designer, SolidWorks, Embedded Systems* Jan 2025 – Present

- An affordable and open source device creating a modular and repairable alternative to consumer options
- Designing compact Motor Driver and Power Supply PCBs using Altium Designer, optimizing device body size
- Designing a tonearm and casing using SolidWorks, minimizing unwanted needle movement and reducing cost

Work Experience

ELECTRICAL ENGINEERING TEAM MEMBER January 2025 – Present

Waterloo Aerial Robotics Group

Waterloo, ON

- Researching and selecting components for a dual frequency ground control radio transmitter to expand compatibility with receivers embedded in existing RPAS systems
- Designed a voltage regulator PCB in Altium Designer to facilitate testing and optimize space
- Experienced hands-on workshops involving PCB assembly and implementation

Extra-Curriculars

INTERNATIONAL LEVEL ATHLETE 2015 – Present

Canoe/Kayak

- Qualified for and competed in the ICF Junior Marathon World Championships in 2022 and 2023
- Balance intense training with high-achieving academics and a social life
- Compete as a varsity athlete for the University of Waterloo Nordic Ski Team

Education

UNIVERSITY OF WATERLOO Sep 2024 – April 2029

Bachelor of Applied Science in Computer Engineering

Waterloo, ON

- President's Scholarship of Distinction
- Schulich Leader Entrepreneurial-Minded STEM Scholarship Nominee