Enzo Panem

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SKILLS

- **Languages:** Java, Python, C, HTML, CSS, JavaScript, TypeScript, SQL, MATLAB, RISC-V, Bash
- **Frameworks | Libraries:** React, Node.js, Express, Nest.js, Spring Boot, NumPy, PyTorch
- **OS | Software/Systems:** Windows, Linux (Ubuntu), MacOS, Git, Jira, Confluence, MongoDB, MySQL, Docker, Bitbucket, Figma, Adobe CC

EDUCATION

Lassonde School of Engineering, York University, Toronto, ON
Spec. Hons. Bachelor of Engineering (B.Eng), Computer Engineering, 3.55/4.0 GPA — *Expected June 2025*

- **Relevant Coursework**: Data Structures & Algorithms, Design Patterns, OOP, Networks, OS, Computer Vision, DBMS, Computer Architecture, Embedded Systems, Signals, Linear Algebra, Probability and Statistics
- **Awards:** Michael H. Lawee Memorial Awards in Sci & Eng ($2400 Scholarship)

EXPERIENCE

Software Developer Intern, AI Automation Team — Capco | Toronto, ON — *Jan 2023 - Aug 2023*

- Pioneered AI automation R&D by integrating OpenAI's ChatGPT API using TypeScript to streamline operational workflows
- Conducted iterative testing of prompts with diverse configurations to fine-tune AI responses, improving response accuracy and consistency by 25%
- Applied Agile methodologies with Jira to plan, track, and deliver sprint goals, ensuring adaptability in a collaborative environment
- Optimized test suites using JUnit and Mockito, increasing code reliability and test coverage by 30% through robust unit testing
- Implemented a scalable REST API using Spring Boot, enabling seamless integration with client systems
- Implemented a JWT-authenticated token generator endpoint, enhancing API security for 10+ clients
- Presented AI automation use cases and progress updates to clients, gathering feedback for iterative improvements
- Authored onboarding guides in Confluence mainly for new R&D team members, reducing stakeholder onboarding time by 20%

Re-Engineering and Programming Lead — York Engineering Competition (YEC) — *Sep 2022 - Nov 2022*

- Designed creative engineering challenges tailored to real-world scenarios, encouraging participants to explore innovative approaches and apply multidisciplinary skills
- Mentored in design strategy, improving participant satisfaction by 15% compared to previous competitions
- Directed competition logistics and authored detailed rulebooks for 100+ participants and 20+ re-engineering teams
- Streamlined communication between organizing committees, judges, and participants, enabling efficient resolution of logistical issues during the events

PROJECTS

ECHO-ALPHA | Search and Rescue Robot — Python, ROS2, Gazebo — *Ongoing*

- Leveraged LIDAR data to generate occupancy maps for obstacle detection and avoidance
- Implemented RRT and Dijkstra's algorithms, achieving 95% navigation accuracy in simulated environments

Zofolio | Personal Portfolio — HTML, CSS, JavaScript — *Ongoing*

- Designed a responsive, user-friendly web page with HTML and CSS, incorporating modern styling techniques and best practices

Interactive Pong Game — SystemVerilog, Intel Quartus Prime, DE-10 Lite FPGA

- Created a finite state machine FSM to handle game logic, including ball trajectory computation and paddle input processing
- Implemented VGA signal generation through control logic to render game visuals on a monitor, adhering to display synchronization standards
- Optimized HDL design demonstrating exceptional efficiency, utilizing only 2% of the available logic elements, 25% of the I/O pins, and 1 out of 4 PLLs

COMMUNITY INVOLVEMENT

Events Coordinator — Filipino Student Association at York (FSAY) — *Sep 2023 - April 2024*

- Promoted Filipino culture through campus events and collaborations with other universities, strengthening inter-campus relations
- Boosted community engagement by 10% through leadership in event planning and execution of interactive activities