Amro Elgammal

St. John's, NL

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Education

Memorial University of Newfoundland

Jan 2021 - Jun 2025

Bachelor of Engineering: Computer Engineering | CGPA: 4.00

St.John's, NL

Experience

FPGA Hardware Engineer Intern

Dean's List: 2021-2022, 2022-2023

Jan 2024 - Apr 2024

Avalon Holographics

- Updated and maintained existing FPGA designs and developed test benches in SystemVerilog
- Upgraded the FPGA team's testing, debugging, and packaging scripts written in **Python** and **TCL**, automating the running of tests saving the team 4-10 hours weekly
- Integrated software features for the web application that interfaces with the Holographic Display using the **Django** Framework (Python, HTML, CSS, JS)
- Supported the FPGA Board Bring-Up process ensuring they were tested, validated and debugged successfully

Embedded Systems Research Assistant

Jan 2024 - Present

MUN Faculty of Engineering and Applied Science

- Explore capabilities of Arduino, Raspberry Pi and STM32 Nucleo on Windows and Linux, focusing on motor control applications
- Implement control algorithms in C++, Julia, MATLAB, and Simulink to enhance student understanding of PD and PID controllers in practical applications

Underground Operations Engineer Intern

Aug 2022 - Jan 2023

Vale S.A

- Integrated technology and digital innovation in the visualization and organisation of data
- Utilized Python libraries like pandas and matplotlib to clean and visualize production data, providing insights into equipment performance and potential maintenance needs
- Provided technical support to clients via SAP ECC, and supported the supervision of the mining crews and ensured they were trained in safety and maintenance courses

OEM Applications Engineer Intern

Jan 2022 - Apr 2022

Matrox Electronic Systems

- Analysed customer requirements for software and firmware packages and contributed to the development and enhancement of SDKs, including APIs, device drivers, setup packages and sample code
- Identified and resolved software bugs and implemented small-scale features to enhance product functionality using C#
- Troubleshooted, diagnosed and resolved technical issues in current and past software releases and hardware products, resolving a critical bug with a firmware fix saving the company \$1 Million

Projects

Room Rentals Web Application | TypeScript, VSCode, Git

- Designed and implemented group management and messaging APIs for a room rental platform, facilitating renter collaboration and owner-renter communication while participating in an Agile management environment
- Developed and maintained unit tests for the APIs using Jest through comprehensive test cases, and implemented mock objects and testing utilities to isolate components and dependencies

Book Management System | Java, JavaFx, MySQL, SQLite, Eclipse, IntelliJ

- Created a Java-based Book Management System with JavaFX, enabling efficient book collection management for individuals and organizations
- Implemented advanced search capabilities and MySQL database integration, applying software design principles and patterns

E-Commerce Inventory Management | C++

• Handled inventory tracking, stock management, and order processing. Implemented real-time inventory updates, automated stock replenishment, and order fulfillment tracking

Scrabble Game Project | Python, Arduino Uno

• Designed a 2-player, competitive, timed Scrabble computer hardware interactive game using an Arduino Controller and Python