

# AIMAN ISHMAM

Electrical Engineering Student

# Technical Skills

Programming: C, MATLAB, SystemVerilog, ARM Assembly

Electrical: Altium Designer, Circuit and PCB Design, SPI/I2C/UART, Embedded Systems

Lab Skills: Oscilloscope, Multimeter, Signal Generator, Power Supply

Microsoft Office, GSuite Others:

# Work Experience

#### **Electrical Communications Member**

September 2023 - Present

Vancouver, BC

• Designed and optimized the Power Distribution Board PCB, meeting power specifications.

- Designed enclosures for all the modules in the hull using SolidWorks, incorporating precise cutouts for connectors and ensuring proper fitment and functionality within the system.
- Designed mounting plates for all enclosures to securely fit PCBs onto the mounting board, ensuring proper alignment of standoffs for stability and ease of assembly.
- Conducted testing and validation procedures on buck converters and PCB switching mechanisms designed for UBC Sailbot, ensuring optimal performance and reliability in the system's power management.

# **Projects**

 $UBC\ Sailbot$ 

# VGA Graphics Generator and Shape Renderer | UBC, Vancouver

October 2025 - December 2025

- Designed and implemented a SystemVerilog datapath and FSM controller to drive a VGA framebuffer on the De1-SoC FPGA.
- Engineered modular hardware units for screen-filling, circle drawing using Bresenham algorithm, and Reuleaux-triangle rendering, supporting dynamic center and size parameters.
- Verified correctness and timing through comprehensive RTL and post-synthesis testbenches using ModelSim.

#### Simple Datapath and Controller: Baccarat | UBC, Vancouver

October 2025 – December 2025

- Engineered a real-time Baccarat game on an Intel DE1-SoC FPGA using SystemVerilog, designing hardware modules for card dealing, score calculation, and VGA output.
- Controlled gameplay via a custom FSM, guaranteeing deterministic behavior for card dealing and win evaluation.
- Ensured functional correctness by developing and executing structured SystemVerilog testbenches to simulate game scenarios.

#### Flight Controller Prototype | Personal Project

- Built and validated sensor drivers for MPU6050 and BMP388 using I2C, enabling 98% reliable data acquisition through precise register configuration, calibration, and noise filtering.
- Designed a real-time data logging system with FatFS to record sensor metrics, acceleration, gyro, and pressure, to an SD card at 10Hz.
- Implemented USB-CDC telemetry to stream live sensor metrics to a host computer, reducing debugging time by 40% and improving system tuning efficiency.

## Remote Controlled Coin Picking Robot | UBC, Vancouver

January 2025 - April 2025

- Built a dual-microcontroller, PIC32 and EFM8, system for autonomous coin detection and collection with 95% accuracy using inductive sensing and ultrasonic tracking
- Designed a wireless remote control with real-time LCD feedback and joystick navigation via JDY-40 radios.
- Integrated a real-time 7-segment coin counter and directional LED indicators, improving user awareness and contributing to smoother, more intuitive operation.

#### Reflow Oven Controller | UBC, Vancouver

February 2025 - March 2025

- Designed an FSM to automate PCB soldering (preheat, soak, reflow, cooling), maintaining ±5 °C precision with PWM heating and 10 Hz thermocouple feedback.
- Improved usability by integrating a servo-driven oven door, cooling fan, and LED state indicators via a custom 1-of-4 decoder circuit, enabling smoother operation and reducing the need for manual adjustments.
- Implemented safety features including temperature/time thresholds and an emergency stop, ensuring 100% safe shutdown during testing and preventing overheating incidents.

# Education