Andrew Poon

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EDUCATION

B.E.Sc Software Engineering with Co-op   Sep 2018 – Present
University of Western Ontario, London
- o Courses in Machine Learning, Artificial Intelligence, Cloud Computing, Operating Systems, Web Development, Human-Computer Interface Design, Network Architecture, and Network Application
- o Employed the software development process in project-based learning with a variety of languages, tools, frameworks, platforms, and infrastructure.

Experience

IO Industries Inc   May 2021 – Aug 2022
Student Computer Programmer
- o Developed and maintained the Linux versions of camera control software including Debian-based and RPM-based Linux distributions using C++ and QT
- o Implemented a multi-threaded approach to executing bash scripts through the camera control software; Manually converted batch script from Windows to bash script on Linux.
- o Managed network and PC configuration to facilitate software and hardware testing which included the M.2 PCie card, the 40Gbps network card and network switches.
- o Tested releases of camera control software and camera firmware for control-breaking bugs.
- o Trained new programmers on C++, QT and Linux development and provided general guidance.
- o Learned the basics of volumetric cameras starting from FPGA board, sensor, IR lens, firmware, registers within camera, Bayer filter, synchronization protocol and various sensor trigger and SMPTE standard.

Project

Peer-To-Peer Image sharing network
JavaScript
- o A command-line based program that allows a user to query an image over a P2P network
- o Peer nodes were bound randomly based on available ports and the program uses a custom network protocol called Image Transfer Protocol.

Chatroom service
C++ and python
- o A GUI based program that provides 50 public chatrooms for multiple users to connect and share messages with each other.
- o The program involves skill learned in the operating system class such as multithreading, blocking threads, and semaphores and it was hosted on an amazon EC2 server.

BlackJack
Java
- o A console-based Blackjack where it will print out a randomly dealt hands of card and the player can bet, hit, split, double down against a computer which follows the best move given the sum of cards.

Technical Skills

- o Java, JavaScript, C++, Python, UML, Wireshark, Excel, PowerPoint, Subversion, Linux, Bash,
- o QT, C#, Unity, git, Java Fx, SQL, mySQL, Node.js, Angular, XML, React.js, MongoDB, JSON, AWS,