# **Christopher Kalitin**

Burnaby, BC, Canada (778) 980-4863 christopher.kalitin@gmail.com

#### **EXPERIENCE**

## **UBC Solar Student Design Team** — BMS Team

SEP 2024 - PRESENT

On the Battery Management System team I characterized voltage and current measurement systems including the HASS-100S sensor and STM32 ADCs. I wrote firmware for automated characterization using SCPI. I also <a href="debugged issues">debugged issues</a> to do with the entire car including STM32 Independent Watchdogs, wiring, radio telemetry, and various PCBs.

#### **EDUCATION**

## **UBC**, Vancouver — Integrated Engineering Undergrad

SEP 2024 - PRESENT

Graduating April 2028.

Second year at UBC in the Integrated Engineering program where we take classes in almost all engineering disciplines.

# **PROJECTS**

## **Automated ADC Characterization** — *STM32 / C*

I wrote firmware to get DMA ADC values from STM32s over UART to a Python script. This script used SCPI to command DMMs & an AFG to set and read a voltage. Used for current sensor characterization and ADC characterization which output error polynomials of degree n.

# PCB Design — Altium

I taught myself PCB Design and am <u>working on a PCB</u> for time-series voltage/current sensing (multimeter/oscilloscope).

## Unity Networking Library — C#

I wrote an 8k line <u>Unity Networking Library</u> that abstracted away .NET networking function and focused on ease of use for the end user. This included synced network gameobjects, local server hosting, interpolation, automated packet generation, etc.

# ${\bf Space\ Industry\ Data\ Analysis\ Library} - {\it Python}$

I've written over a <u>dozen blog posts</u> analysing the space industry and wrote a <u>Python/Pandas library</u> for plotting Jonathan McDowell's datasets.

## **Portfolio**

Project Blog Posts

#### **SKILLS**

STM32 Firmware Programming

PCB Design (Altium)

C++ & SDL2

**Python Data Analysis** 

**Python Physics Modelling** 

**Unity C# .NET Networking** 

**Unity Game Development** 

**CNNs** in **PyTorch** 

### **Certifications / Awards**

Unity Certified User: Programmer Certification gained in 2020.