Eric Mikulin

http://erismik.github.io/

Email : ericm99@gmail.com
Mobile : +1-403-992-5497

Software Engineer

- Looking for Software Developer & Engineering internship and coop opportunities
- Experienced in object oriented programming: Developing, Testing and Debugging at multiple hardware and software levels
- Knowledgeable in Agile development methodologies; Team and Self-Directed settings
- Excellent teamwork and communication skills

Programming Skills

- **Languages**
  - **Fluent**: C, C++, Java, Python, Javascript, Bash, HTML/CSS
  - **Proficient**: Ruby/Rails, Assembly, Verilog, Wiring, Rust
  - **Familiar**: iOS (Swift), Android (Java), MySQL
- **Technologies**
  - **Frameworks & Libraries**: Django, Rails (Ruby), Terraform
  - **Tools**: Yocto, Jenkins, AWS

Experience

- **D-Wave Systems** Burnaby, BC
  Systems Software Coop *May 2018 -> Present*
  - Created automated docs website publishing pipeline with Terraform and Jenkins, saving time by completely automating a long manual build process
  - Wrote API endpoints in Django backend to add critical functionality
  - Created a large number of relevant django unit tests alongside endpoints that increased test coverage and reduced the number of regression bugs introduced into continuous integration
  - Created multiple frontend views using React framework
  - Wrote and maintained backend integration with Zendesk and Salesforce that allowed for the Business Team to access new leads and generate reports
- **Novax Industries** Delta, BC
  Software Programmer *October 2017 -> March 2018*
  - Wrote C userspace drivers in embedded system for i2c gpio and sd card
  - Python and Bash scripting, to increase the capabilities of the embedded system
  - Updated XML configuration library, to be faster and more robust, as well as align with new specs
  - Created Yocto recipes and layers for embedded device, to improving time deploy to embedded devices during development
- **Minesense** Vancouver, BC
  Software Intern *May 2017 -> Aug 2017*
  - C/C++ Application development and maintenance for embedded system
  - Rewrote existing C++ code into object oriented C++ classes that improved embedded system performance and time to integrate new features
  - Wrote kernel module to expose application settings in the proc filesystem, saving embedded system configuration time and complexity
  - Created Yocto recipes and modified recipes to integrate with new build system, reducing time to configure builds into a single configuration line
  - Created web based remote testing and install application, turning 30 minute or longer manual processes into simple automated tasks and preventing human error

- **Minesense** Vancouver, BC
  Software Intern *June 2016 -> August 2016*
  - Created Unix shell and Python scripts for use in embedded system
  - Manually patched and compiled Linux kernel with real time and custom patches, to improve IO throughput of embedded system
  - Modified kernel init and initramfs to boot with overlayfs (Union filesystem), to improve embedded system robustness and reliability during frequent unexpected power cuts
- **Minesense** Vancouver, BC
  Software Intern *June 2015 -> August 2015*
  - Created a Python unittest framework using python unittest and fabric to test on remote systems, saving developer time by allowing remote testing from local machines
  - Setup and integrated unittest framework into Jenkins for continuous integration, improving testing coverage by automating manual testing tasks

Education

- **University of British Columbia** Vancouver, BC
  Bachelors of Applied Science in Computer Engineering *Sept. 2016 – Expected May 2021*
- **Sir Winston Churchill HS** Calgary, AB
  International Baccalaureate Curriculum *Sept. 2013 – July. 2016*

Qualifications

- **Canadian Amateur Radio License**Basic w/ Honors; Achieved 2017

Awards

- **Best use of AWS, et al.**NW Hacks 2018, University of British Columbia; Achieved 2018
- **Best Domain**NW Hacks 2017, University of British Columbia; Achieved 2017
- **2nd place**Calgary Collegiate Coding Competition, University of Calgary; Achieved 2016

Clubs & Design Teams

- **UBC Unmanned Aircraft Team**Software developer for Ground Control Systems; 2018
- **UBC Code the Change**Full Stack Developer on Chingari project; 2017 -> 2018
- **UBC Baja Team**Suspension Sub-team, microcontroller sensor project; 2016 -> 2017