

JASON FEVANG | RESUME

Software Engineer

Software: C++11/20, Python, FreeRTOS

Hardware: ESP32/8266, STM8, PWM

Protocols: UART, SPI, I2C, UDP/HTTP (LwIP Sockets)

Tools: Oscilloscopes, Logic Analyzers, Agentic AI, Unit Testing (Pytest/GTest)

Vancouver, Canada

jasonfevang@gmail.com

github.com/jasonfevang

604-401-4643

Summary

I'm a computer engineering graduate with seven years of work experience in embedded and enterprise development with C++ and Python. I've developed firmware for professional LED lighting products on FreeRTOS+ESP32 and baremetal STM8. I'm currently implementing data formats focused on memory safety, security, and performance at Safe Software.

Work Experience

C++ Software Developer - Safe Software

2022 - Current (3.5 years)

- Developed high-performance features for a cross-platform enterprise application using C++20, prioritizing memory safety, system reliability and protection against security vulnerabilities.
- Managed the full software development lifecycle, including code reviews and CI/CD pipelines, while maintaining detailed documentation for all tasks to ensure technical clarity and traceability.
- Implemented an AI-augmented development workflow using agentic tools (Claude-Code, Copilot) and authored a suite of shell scripts to automate repetitive development tasks, increasing team productivity.

Embedded Software Developer - Better Way Lighting

2019 - 2022 (3 years)

- Performed board bring-up for new hardware, validating and troubleshooting with oscilloscopes and logic analyzers.
- Integrated hardware components including displays(SSD1306, ILI9341), sensors, and communication modules, utilizing UART, SPI, and I2C protocols.
- Collaborated with electrical engineers and designers to develop firmware with real-time constraints for lighting products used in major film productions.
- Oversaw work terms for four software co-op students, performing interviews, performance reviews, mentorship and project management.

Selected Projects

Optimize GIS PointCloud Network Access - Safe Software

2025

- Built a high-performance C++ implementation of Cloud Optimized Point Cloud (copc.io), using an octree to spatially index datasets upwards of 1B points.
- Optimized remote datasets with HTTP/FTP range requests and over-fetching, avoiding full-file downloads.

LimeLite LED Panel Firmware - [link](#) - Better Way Lighting

2022

- Architected ESP32 firmware on FreeRTOS to handle real-time lighting data over UDP ([sACN/Art-Net](#)), physical DMX512, and an external networking device via SPI([CRMx](#)), writing all libraries.
- Implemented closed-loop thermal control with thermistors and PWM-driven fans, including ramp-up logic.
- Engineered a high-fidelity LED driving system using variable PWM with gamma correction and look-up tables for color mixing and panel-specific calibration to achieve >95 CRI white light across the spectrum.

STM8 Decoder Firmware and Bootloader - [link](#) - Better Way Lighting

2022

- Developed custom firmware in C for STM8 microcontrollers, implementing DMX512 receive via UART and driving character displays and LEDs through low-level GPIO and TIM timer peripherals.
- Wrote a custom bootloader and programmer (ESP32) supporting custom commands for field updates.

Education

BASc Computer Engineering - Simon Fraser University

2015 - 2019

- Bachelor of Applied Science, Computer Engineering (With Distinction), 3.92 GPA