# Jason Fevang | Resume

Software Engineer


**Status:** C++ Developer, Embedded Software Engineer
**Fields:** Software Engineering, Project Management
**Tech:** C++11 & STL, LVGL, FreeRTOS, Microcontrollers, Rust
**Activities:** Home Automation, Soccer, Guitar

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## Summary


I'm a computer engineering graduate specialized in C++ development in the embedded space. Currently, I'm focused on developing custom LED solutions adapted to the film industry in Vancouver


## Experience

**Software Developer | Team Lead** - Better Way Lighting 2019 - Current

· Led a team of three software developers, in collaboration with designers and upper management, to develop devices such as LED panels, DMX decoders, smart bulbs and more used on film sets including Avatar 2 and Riverdale around the world

· Pioneered manual testing procedures and unit testing requirements to avoid regressions and improve software quality company-wide

**Software Developer | Co-op** - Sierra Wireless 2017 - 2018

· Enhanced the Sierra Wireless API to the Qualcomm cellular communication chip for specialized Windows laptops from various manufacturers in C++

· Tested Wake-On-Lan capabilities of the chipset on pre-release laptops

**QA Engineer | Co-op** - ACL Services 2016

· Developed our team's automated test suite using Capybara and RSpec which greatly improved test coverage

· Built a performance stress-testing tool in Ruby to generate database entries through ACL's API which allowed more thorough testing for the quality assurance team

## Projects

**Waste Pickup Indicator** - Personal Project 2022

· Wrote a web server in Rust that exposes a REST interface serving the next waste pickup event

· Designed a custom PCB for an ESP32 that queries my server's endpoint and indicates if today is a pickup day

**C++ GUI Framework for Monochrome Displays** - Better Way Lighting 2021

· Designed and built CardsGUI, used by the development team to build GUI's now running on multiple product lines

· Implemented in object-oriented C++ on top of U8g2, using FreeRTOS primitives on the ESP32

**Handheld Dmx Multitool** - Better Way Lighting 2021

· Developed full-color UI using LVGL, abstracted such that UI development occurred on desktop, then was cross-compiled to the ESP32

· Led an agile-based scrum team of two members to coordinate development efforts

· Architected application software in C++, supporting hardware features such as SD card use, DMX512, Wi-Fi, battery management and more

## Education

**BASc Computer Engineering** - Simon Fraser University 2015 - 2019

· Bachelor of Applied Science, Computer Engineering (With Distinction)

· 3.92 CGPA