Jerzy Aleksander Gorak BEng MIET

Software and Controls Engineer

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A **highly self-motivated** and **problem-solving** individual that has **proven to overcome the toughest of the challenges** thrown at them. I am an **excellent team player** and group leader who **gets the work done.** Well technically knowledgeable and equipped **with a deep understanding of multiple areas within the software**, **electrical and electronic** engineering industry. Most interested areas are **embedded systems, power electronics and software development. I am flexible and extremely adaptive. I am always happy and inspired to tackle new challenges that allow me to develop myself further**. I am **keen for further career development,** such as training and completion of a master's degree in the future.

Software Skills		Programming Languages		Hardware Skills	
• Linux	• MS Office	• HTML	• C	• Oscilloscope	• Soldering Iron
• Windows OS	• OBS	• CSS	• Java	• Multimeter	• 3D printer
• Git	• Visual Studio	• JS	• Python	• Breadboards	• MCUs
• GIMP	• Notepad++	• MATLAB	• VHDL		
• EA	• FreeCAD	• Simulink	• Arduino		
• NI Multisim	• Prototyping	• PLC			

Work Experience

Graduate Software and Controls Engineer — *Bladon Micro Turbine | Aug 2022 – Present*

- Worked for a Bladon MT, who have been designing and manufacturing micro-turbine gen-sets (MTG) generating power for remote areas across the globe,
- Worked closely with EDS, Electronic and Software team,
- In charge maintaining build process for the all subsystem software building process in MATLAB,
- Tasked with diagnosing and solving live issues with software and/or hardware on the state of the art machinery; successively solved years-long ongoing issue involving EEPROM and MCU's C code software.
- Implemented functional features of the MTG such as 'Instant-On' feature,
- Wrote documentation for software in various formats such as Microsoft Word and Enterprise Architect,
- Helped the Electrical Distribution Systems team to make cable harnesses connecting all ECU and electrical components in MTG.
- Introduced and implemented Version Control for EOL department – maintained the master branch and GIT best practises.
- Understood and applied V model throughout,
- Presented software engineering changes in front of heads of departments that have been taken place on weekly basis, which involved major and/or minor implemented changes.

Teaching Assistant — *QMUL | Sep 2020 – Sep 2021*

- Gained confidence in approaching and explaining niche concepts and knowledge in as most simplistic and easily understood form as possible to new students.
- Helped students in Procedural Programming and Research practise classes.
- Gave feedback and graded students' submissions.

Education

Electrical and Electronic Engineering BEng — *2019-22*

Queen Mary University of London

- Graduated with First Class honours and received Principle's Prize for outstanding achievements.
- Final year Project: *"'Whack-A-Cube': an electronic cuboid object with tactile sensing and colour-blind friendly game toy"*.

A-levels — *2017-18*

Roding Valley High School

- Mathematics: A
- Business: B
- Physics: C

Projects

Whack-A-Cube → Similar to Rubik's cube but with soft non-moving faces and use of electronics and Arduino software for interaction and Whack-a mole game implemented.

Autonomous Vehicle Model–180 → Group project tasked with building a vehicle that can follow the line and avoid obstacles autonomously. I have researched ultrasonic sensor and implemented obstacle avoidance and detection algorithm in Arduino.

Own Website → designed and created my own website. I have used HTML, CSS and jsQuery. (www.georgeagorak.com).