

# Kieran Broekhoven

4A Mechatronics Engineering  
University of Waterloo

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## Technical Skills

**Languages:** C, C++, Python, HTML/CSS,  
Bash, Batch, MatLab, C#

**OS:** Windows, Ubuntu, OS X

**Frameworks/Libraries:** ROS, Django,  
Bootstrap, OpenGL

**Design software:** AutoCAD,  
SolidWorks, MIMICS, 3-Matic

**Other:** Git, SVN, REST API, Sentry,  
JSON, Visual Studio, Arduino

## Activities and Interests

**Theatre:** Director, performer,  
choreographer

**Music:** guitar, piano, drums,  
bass

**Recreation:** volleyball,  
snowboarding, rock climbing

**Student life:** student politician,  
dance teacher, orientation  
leader, Graduation Committee  
Co-Chair

**Martial Arts:** Karate,  
Kung Fu, Kobudo

## Work Experience

### Test Automation Developer - Apple Inc. Special Projects

May - August 2017, Ottawa, ON

- Working on a test automation framework for a real-time embedded system, creating new features and debugging failures
- Independently designing and implementing a failure diagnostics library in Python for a hardware communication system
- Automating various test processes with Bash and Python scripts

### Software Developer - IGNIS Innovation

September – December 2016, Waterloo, ON

- Developing OpenGL (C++) and .NET (C#) software for an application interfacing with organic LED screens
- Debugging issues in OpenGL and .NET
- Refactoring code and restructuring architecture to create a more readable and efficient code base
- Organizing the company foosball tournament

### Test Engineering Analyst (Software) – Clearpath

January – April 2016, Kitchener, ON

- Creating a Django application to monitor a set of servers that each control a fleet of robots.
- Writing Python extensions to Sentry, a crash reporting software, to automate company processes.
- Replacing manual tasks with Bash and Python scripts.

### Build Master Intern – Radialpoint, Inc.

May – August 2015, Montreal, QC

- Designing and implementing a system using Python that automates the process of setting up virtual machines on several physical build machines.
- Creating a web service that allowed employees to utilize the system with an intuitive interface.
- Assisting developers with problems they encountered in the company's build system.

## Previous Employment

- Biomechanical Design, Soochow University
- Research Assistant, UWaterloo Neurorobotics Lab
- Karate Instructor, 6-12 year olds