KYLE JOSLING

kylejosling@gmail.com 519-774-5953 kylejosling.github.io github.com/kylejosling

SUMMARY OF QUALIFACTIONS

- Third year mechatronics engineering student with knowledge of both software and hardware systems
- Extensive experience with iterative design, problem-solving and creative thinking

EDUCATION

B. Eng. Sc. Mechatronic Systems Engineering | University of Western Ontario **Expected 2019**

- Deans Honour List – 3.90/4.00 GPA
- Relevant coursework: Control Systems, Digital Logic Systems, Electric Machines, Microprocessors, Signal Processing, Sensors and Actuators, Mechanical Component Design

SKILLS

Software

Python, C++, OpenCV, MySQL, Node.js

Hardware

SolidWorks (CSWA certified), Autodesk EAGLE, VHDL, rapid prototyping, soldering

WORK EXPERIENCE

Software Developer Intern | London Hydro **May 2017 – August 2017**

- Worked on a pilot project that aims to shift residential energy consumption patterns to off-peak times by implementing home automation systems and consumer-facing applications
- Contributed to development of a back-end system using AWS API Gateway, Lambda and DynamoDB to receive and prepare real-time energy data for analytics and customer use
- Wrote test scripts in Python to test APIs, devices and back-end systems
- Acted as communications lead with hardware supplier
- Developed an Amazon Alexa skill with Node.js to return users energy data

Project Management | TF Warren Group – Blastech **June 2016 – September 2016**

- Tracked projects through completion for Canada's largest industrial coating applicator
- Maintained a database of projects, updated customers on project status
- Calculated surface area and paint required for coatings from engineering drawings

RELEVANT EXPERIENCE

Face Tracking Quadcopter **June 2017 – Present**

- Built a quadcopter that follows human faces using an Arduino as a flight controller and a Raspberry Pi for image processing
- Used OpenCV to implement haar-cascade classifier and kernel algorithms to detect and track faces
- Developed as a personal project using a combination of off-the-shelf components and 3D printed parts

Wink Controlled Game **August 2017**

- Created a game that is completely controlled by the users facial expressions
- Top 4 Winner at Hack the 6ix 2017

Western Engineering Robotic Design and Engineering Club **September 2016 - Present**