# Nathan Touboul

🖿 nathantouboul97@gmail.com | 😯 GitHub | 🛅 LinkedIn | 🏶 Portfolio | 🥒 (872) 233 9671

#### **SKILLS**

 Programming
 Modern C++ | Python | Typescript | MATLAB/Simulink | Qt/QML | HTML/CSS | Linux | Git | Visual Studio

 Concepts
 CI/CD | OOP | Multithreading/Multiprocessing | Unit Testing | Computer Vision | Machine Learning

Language French (Native) | English (Fluent)

#### **EXPERIENCE**

# Software Engineer - Velo3D (San Jose, CA)

Dec 2022 - October 2023

- **Developed C++ and Python software, to control electronic, pneumatic, and optical systems for metal 3D printers,** involving numerous multi-threaded processes across multiple embedded systems.
- Implemented a crucial functionality, accessible through the main UI (QML), enabling customers and manufacturing engineers to effort-lessly monitor and override process-critical settings on different servers. This ensures a reliable qualification process for new printers, contributing to the overall system's robustness.
- Enhanced O<sub>2</sub> correction using multiple sensors and applying effective filtering techniques, decreasing printer build failure rate.
- Upgraded the BKM framework of the laser controller firmware through additional available configurations.
- Introduced the latest sensors and controls of an SIB into the simulator designed for the newest printer generations.
- Reworked the consistency of powder bed recoating using asynchronous pneumatic controls.
- Collaborated as a team member in an agile development process using Jira, Git, pull request reviews and CI/CD with Jenkins. Demonstrated a strong commitment to being a team player throughout the development cycle.

# Software Engineer - Qualcomm (San Diego, CA)

March 2022 - Dec 2022

- Developed hundreds of APIs using Python and C++ to support libraries, improving software functionality and system performance.
- Utilized OpenCL, OpenGL, and EGL to enable graphical features on embedded systems.
- Conducted validation on Qualcomm's internal camera APIs for the latest chipset firmware builds.
- Created an audio capture and playback tool for Linux-based virtual machines using the ALSA library.

# Machine Learning Engineer - Kapaix Ltd (London)

Jun 2021 - Aug 2021

- Designed neural network models to detect anomalies by analyzing discrepancies in time series data, assessing database quality.
- Preprocessed the dataset by creating histograms with variable time frames and applying PCA and K-means clustering as initial analysis.
- Constructed ML models (classification and autoencoder based) using Python with TensorFlow, and Pandas. The models incorporated dense and convolutional layers.

# **PROJECTS**

### Research Project: Navigation Integrity of Lidar-based localization - Navigation Laboration Illinois

Lidar-based localization of autonomous vehicles in an area with low **GNSS** availability, with a Velodyne's Puck sensor to compensate for **IMU** drift to ensure landmark identification against the misassociation problem. I established an error model to quantify precise  $3\sigma$  probabilities of tree misdetection, considering multiple noise sources. I also researched the implementation of the Error Correction Codes domain (**Hamming and BCH codes**) for navigation safety.

# Master's Thesis: Isogeometric Representation of Turbojet Blades - Structure Mechanics Laboratory

Building an algorithmic solution to merge CAD and FEA methods through Non-Uniform Rational Basis Spline (NURBS) manipulations. I designed an adaptive fillet to join the blade and its root volumes by implementing a fillet patch mesh on Python: NumPy - geomdl.

#### Personal projects

- Path Finding app using C++ and Qt: real-time visualization of algorithms (Dijkstra, A\*, Maze Generation) through multithreading.
- VGG16 and ResNet50 blood cells classification, using TensorFlow and data augmentation with image data generators.
- Graph SLAM implementation from scratch, using Lidar measurements from the Victoria Park Dataset.
- Kinematics and dynamics modeling of a Scara Robot with PID and linearized command control.
- Consciousness and Neuroscience research project Statistical and Bayesian Brain.

#### **EDUCATION**

# Master of Engineering – Illinois Institute of Technology

Robotic Motion Planning (SLAM, Kalman filter) - Machine Learning (PCA, Clustering, CNN, RNN) - Electric Vehicles (EPA drive cycles)

Master of Science in Mechatronics - National Institute of Applied Sciences - France

Control Theory (PID, optimal LQR control) - Robotics - State-Space Analysis (Simulink) - Fluid and Thermodynamics

Bachelor of Engineering in Electronics and Computer Science - CPE Lyon - France

Programming - Analog and Digital Systems (Microcontrollers implementation) - Electronic Architectures (VHDL Design on FPGA) - Mathematics & Physics