Nathan Touboul

Software Engineer

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WORK EXPERIENCE

Software Engineer - Automotive Team

March 2022 - Today

Oualcomm

San Diego, CA

- I have written over 150 APIs for a framework tool used on multiple automotive chipsets, built by a large team of developers, using git, QNX, ADB, and virtual machines.
- I implemented **Vulkan APIs** graphics features supporting **OpenCL**, **OpenGL** and **EGL** by implementing kernels, contexts and command queues. I am currently focusing on enabling support of the audio APIs **ALSA** for Linux by designing a capture-playback loop using C++ and Python.

Machine Learning Engineer Intern

Jun 2021 - Aug 2021

Kapaix Ltd

London, England (Remote)

- Assessing the quality of a time-series database for a Big Data Management company. I designed neural network architectures for anomaly detection purposes, analyzing discrepancies of frequency and amplitude.
- I preprocessed the dataset by building histograms with variable time frames: I used **PCA** and **k-means clustering** as the first analysis tool. I constructed two ML architectures to compensate for the limited training dataset: a classification model and an autoencoder model, using dense and convolutional layers with **Python:** *Keras TensorFlow Pandas*.

TECHNICAL PROJECTS

Research Project: Navigation Integrity of Lidar-based localization

Sep 2021 - Dec 2021

Navigation Lab - Illinois Institute of Technology

Chicago, 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 3σ probabilities of tree misdetection, considering multiple sources of noise. I also researched the implementation of the Error Correction Codes domain (**Hamming and BCH codes**) to navigation safety.

Master's Thesis: Isogeometric Representation of Turbojet Blades

Sep 2020 - Dec 2020

Structure Mechanics Laboratory - INSA

Lyon, France

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*.

Other personal projects:

- Path Finding app using C++ and Qt: real-time visualization of algorithms (Djikstra, A*, Maze Generation) through multithreading.
- VGG16 and ResNet50 blood cells classification, using tensorflow and image data generators.
- Neural Network from scratch (without built-in functions) compared to Fisher's Linear Discriminant with Tensorflow.
- Graph SLAM from scratch, using Lidar measurements of the Victoria Park Dataset.
- Kinematics and dynamics modeling of a Scara Robot PID and linearized command control.
- Drive cycle designed for autonomous vehicle testing Wh and SOC consumption by simulation of the pursuit of a standard vehicle.
- Consciousness and Neuroscience research project: Statistical and Bayesian Brain.

EDUCATION

Master of Engineering - Illinois Institute of Technology

Jan 2021 - Dec 2021

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

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

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

2018 - 2022

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

2015 - 2018

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

MAIN SKILLS

Programming Python - C/C++ - JavaScript - Linux - Bash - Git - HTML/CSS - ADB - LaTeX - MATLAB/Simulink

Languags French (Native) - English (Fluent)

ACTIVITIES