






Nicholas Josephson

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Technical Skills

Languages and Databases

- Swift
- Python
- Objective-C
- C/C++
- Java
- JavaScript, HTML & CSS
- Assembly

Technologies and Software

- macOS & iOS Development
- Amazon Web Services
- Android Development
- OpenCV, Qt Framework, & Boost
- Git, Bash, Xcode, & IntelliJ
- macOS, Linux, & Windows

Design Concepts

- Agile & TD Development
- OO & MVC Design
- Distributed Systems

Extracurricular

Women in CS Member

University of Manitoba

A group of female and male students who support women in technology.

.devClub Member

University of Manitoba

A student developer club who meet to discuss tech and work on projects.

Recent Projects

BowlingSim for iOS

Developed a 3D bowling game for iOS using Swift and the SceneKit graphics framework.

BowlingSim.com

Worked in a group to develop a 3D bowling game using JavaScript and WebGL graphics libraries.

- Awarded the Most Learned award at an MLH Local Hackathon.

Experience

Software Engineer

Apple

Incoming August 2020

Cupertino, CA, United States

Software Engineering Intern

Apple

May – August 2019

Cupertino, CA, United States

- Designed and developed an R&D project on Apple's Software Accessibility Team.
- Presented and demonstrated the project to executive level management.

Software Developer Co-op

Invenia Technical Computing Corporation

September – December 2018

Winnipeg, MB, Canada

- Architected and developed a serverless implementation of a data scraping and parsing service for a cloud-based machine learning platform that uses big, high frequency data to optimize power grid operations in real time.
- Utilized Python and various Amazon Web Services such as AWS Lambda, SQS, S3, DynamoDB, CloudFormation, CloudWatch, and Step Functions.

Software Developer Co-op

Norima Consulting

January – April 2018

Winnipeg, MB, Canada

- Created a cross-platform graphical user interface for a distributed scientific computing application using C++ and the Qt framework.
- Developed various components of the client-side application's business logic using C++14 and the boost library based on sprint stories/tasks.
- Investigated potential key technology and tool choices. Built proofs of concept for promising technologies in areas such as GUI frameworks, serialization of data, inter-process communication, and installers.

Undergraduate Researcher

HCI Lab, University of Manitoba

May – August 2017

Winnipeg, MB, Canada

- Initiated a project to prototype robot tele-operation interfaces for visually impaired drivers, to enable this population to benefit from tele-robotics.
- Created an iOS application that integrates with the API of a robot for remote control and video stream. The application has now been used in various other research studies.
- Developed a Java desktop application that utilized various image processing techniques to adapt a robot camera view for improved operability by those with vision impairments.

Education

Bachelor of Computer Science Honours (Co-op Option)

University of Manitoba

2015 – 2020

Winnipeg, MB, Canada

- Working towards specializations in Artificial Intelligence and Networks & Security.

Awards and Honors

Experience Award, NSERC

Winter 2018

Undergraduate Research Award, University of Manitoba

Summer 2017

Employees Scholarship, University of Manitoba

Fall 2015 – Present