

KAELAN MOFFETT-STEINKE

kaelan.xyz/pf

github.com/oasixer

647-997-6783

kaelan.ms@gmail.com

linkedin

Skills

Languages

Proficient Python, TypeScript, C, Go, Lua, C++

Familiar Rust, Bash, Kotlin, Java

Technologies

TCP/IP, Kubernetes, Bluetooth, GraphQL, Nginx, ReactJS, SvelteJS, Linux, Redis

Work Experience

Embedded Software Developer

Tronix Product Design

Toronto

Oct '23 - Present

- Designed and implemented **C** firmware leveraging **Zephyr RTOS** on an nRF52 ARM-based embedded system.
- Implemented **Bluetooth** audio streaming, wireless charging, and capacitive touch sensing.
- Integrated MCUboot bootloader to perform OTA (wireless) firmware updates over Bluetooth.

Software Engineer Intern

NVIDIA

Remote

May '22 - Aug '22

- Ported OmniGraph (distributed **graph** engine) nodes for vector math from **Python** to **C++**, resulting in 4x speedup.
- Improved OmniGraph extension installation with global cache, reducing build size by 18+%
- Fixed memory leaks from **C++** extensions reloading with pybind11 ABI by forking Pybind as a hotfix.

Backend Engineer Intern

Trexo Robotics

Toronto

Sep '21 - Dec '21

- Created a **Kotlin+Spring Boot** server on **AWS** to manage live data to and from **200 exoskeleton robots**.
- Implemented a fault-tolerant bidirectional **DB sync** (robot ↔ cloud) using **Merkle Tree** based algorithm.
- Automated 3 way integration testing (mobile ↔ robot ↔ cloud) in **Bash**, reducing QA testing workload by 15%

Backend/Infrastructure Engineer Intern

Pronti Inc.

Waterloo

Jan '21 - Apr '21

- Created **Flask** server for registration/logins using SMS 2FA, **JWT**, and **GraphQL** to reduce API boilerplate.
- Migrated containers to **Kubernetes**, implemented waitlist/referral system to manage growth rate.

Backend Developer Intern

Backr Inc.

Toronto

Jun '20 - Sep '20

- Ported high-volume ingestion microservice to **Go**, resulting in 4x speedup over OG **Python** implementation.
- Reduced **AWS** costs by refactoring monolithic ML pipeline into microservices to enable granular scaling.

Computer Vision Software Intern

North Inc. (Acquired by Google)

Waterloo

Jan '19 - Apr '19

- Created optical raytracing engine using **OpenCV** matrices in **C++** and optimized for specialized ASIC.
- Worked with scientists to create a material property calculator with n-dimensional interpolation in **C++**.
- Improved optical raytracing accuracy by 36% by developing a **DLL** plugin in **C++** for a simulation engine.

Projects

Final Year Design Project

Distributed Underwater Positioning System

Sep '22 - Apr '23

- Awarded **Best Overall Project** out of 52 teams presenting at 2023 U of Waterloo Mechatronics Eng. symposium.
- Created positioning system for underwater robots using acoustics, outperforming commercial solutions in tolerance to reflections and obstructions, achieving 85 meter range with 98% accuracy.
- Responsible for a **Rust** Server exchanging high bandwidth data with each node and delivering the UI (app).
- Architected firmware (**C++** on ARM M7), implementing positioning, autocalibration, and fault-tolerant networking
- Enabled realtime freq. analysis, via **sliding window Fast Fourier Transform** at 2μs intervals, processing 20MB/s of acoustic samples.

Networking Project

Packet Panic

Oct '23

- High performance **Go** network proxy that emulates bad network conditions to verify the fault-tolerance of distributed systems in adverse conditions.
- TUN** (kernel virtual interface) is used to transparently and bidirectionally intercept **15+ Gb/s** of **layer 3** packets.
- Coroutines** are dispatched to handle requests **concurrently**, apply packet loss/corruption/delay, fwd to dest.

Education

University of Waterloo

Mechatronics Engineering BAsC

Software Option

Sep '18 - Apr '23

Coursework ► Programming for Performance, Search Engines, Adaptive Algos, Datastructures and Algos, Microprocs.