

Rowan Ferrabee



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Summary

Hard working, fast learning, and high energy individual with strong interpersonal skills and over 4 years of experience in software development from embedded systems to web applications.

Employment Experience

Junior Embedded Software Developer, BlackBerry Ltd.

Fall 2015 – Winter 2016

- Made major software design contributions to sensor system of BlackBerry's first Android-based mobile device, some containing thousands of lines of code.
- Implemented new features, made efficiency improvements, and tracked down and fixed software bugs.
- Created an Android applications used for software development and testing with various features such as exposing the Linux terminal, graphing sensor data, etc.

Firmware Development Student, BlackBerry Ltd.

Winter 2015 – Spring 2015

- Worked specifically in the Linux kernel in the areas of bring-up, sensors, and display.
- Spent time implementing features, fixing known bugs, and documenting the design of various existing systems.

Extra-Curricular Involvement

Co-Founder and Co-President, UW BioMechatronics Club

Spring 2015 - Present

- Initiated and led the BioMechatronics Club from its founding to becoming one of the largest clubs on campus with over 100 members and 6 separate design teams.
- Offer technical and management support to all team leads and manage the group's day-to-day needs.
- Contribute a very significant amount to the design and implementation of projects such as Beowulf, our grip-assistive hand exoskeleton, and BCI, the brain-computer interface team.

Active Involvement in Side-Projects

- Genetic Algorithm and Neural Network library to introduce developers to the field of machine learning. Designed concept, contributed about half of the C++ code, and delivered multiple instructional workshops on the topic
- Web application that allows partygoers to text song requests and have them automatically added to their party's playlist without having to download any apps. Pushed ~2500 lines of front- and backend code
- Mechanical Calligrapher, which captures and stores its users handwriting in a mobile app and then physically writes out any text file that is sent to it onto paper. Led implementation of all software components
- Over 3 years of experience developing proof of concept projects with Arduino and Android such as an ultrasonic room-mapping robot, automatic blinds, force-reading glove, clap-lights, and various mobile games

Education

Dean's List, University of Waterloo

Fall 2014 - Present

Currently being trained in mechanical design, CAD, circuits and embedded systems with a most recent term average of 96%. Heavy emphasis on project-based work in small groups. Orientation Leader.

Nepean High School

Fall 2010 - Spring 2014

Graduated with average of 95%, completed Multivariable Calculus at Carleton University after school with an average of 100%, represented class of 2014 on the student council, and headed the Reach for the Top team.