

# Yernur Nursultanov

· SOFTWARE ENGINEER ·

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"The standard library saves programmers from having to reinvent the wheel." - Bjarne Stroustrup, C++ creator

## Experience

### First Mile Technologies

Toronto, Canada

FULL STACK DEVELOPER

Jun. 2021 - Aug. 2021

- Develop and implement tools in C++ to analyze ancillary data from high-end production cameras
- Work directly with hardware vendors to integrate their HD-SDI Video Processor and capture card drivers
- Build tests and integration tooling to ensure high-quality code in an Agile environment

### Seytech

Chicago, US

FULL STACK DEVELOPER

Jan. 2019 - May 2021

- Designed and implemented RESTful APIs for internal applications using Nest.js and Express.js
- Increased application performance by 35% by integrating pagination on backend and frontend
- Increased development productivity by 25% adding Material UI components greatly increased readability and re-usability of code
- Implemented lazy load, search bar with debouncing and throttling, client-side sorting and filtering
- Initiated use of TypeScript across the whole code base and improved React code by using functional components and React hooks
- Mentored junior developers with an onboarding process and writing reusable UI components

### VDF Vertical

Toronto, Canada

RESEARCH EMBEDDED DEVELOPER [REMOTE]

Sep. 2017 - Dec. 2017

- Developed a retrofit elevator hoistway sensor kit that runs on an open-source single-board computer, BeagleBone Green
- Reduced the projected cost by directly integrating existing clients' modules
- Implemented POSIX-compliant sensor libraries in C/C++ for ARM architecture which greatly increased readability and re-usability of code
- Maintained test plans of team-owned components with unit and system test scripts on a Jasmine for Node.js web-server
- Configured GitLab Continuous Integration for detecting build errors and cut down overall integration time
- Constructed a wood frame prototype for testing purposes and demo session

### BlackBerry QNX

Ottawa, Canada

CAMERA RESEARCH SOFTWARE ENGINEER

Jan. 2017 - Apr. 2017

- Contributed software engineering expertise in the development of the new product features through the software lifecycle
- Improved support for IP/GigE Vision camera services for ADAS 2.0 sensor fusion framework
- Resolved low/medium/high priority tickets in robust and POSIX compatible C/C++
- Optimized buffer management for image post-processing by adding synchronization of timestamps directly from cameras' drivers and thus improving memory management.
- Implemented the real-time Max-Point ratio configuration option that allows dynamic frequency tuning of LiDAR data
- Automated testing and environment setting with bash scripts to reduce examination time and testing overhead

## Latest Projects

### CHOMP - Diet Monitoring

- Designed and built a website that allows monitoring nutritional intake
- Working on porting the simulator to a web app using Django and Bootstrap's CSS for the frontend part
- Implemented budgeting feature for meal planning and eating out using Python
- Designed and implemented database architecture for product nutrients in PostgreSQL

### ProPlanner - Choice Sorter app

- App improves users productivity by removing the component of decision making
- Developed with Golang and Gin-Gonic http framework for routing, GORM for interacting with Postgres DB
- Developed frontend using NodeJs with Bootstrap's CSS
- Future Direction: Implementation of browser extension

### Post Office System Simulator

- Made a Java Swing driven application that simulates post office systems
- The application uses Model View Controller design pattern to interact between the inner parts or views
- Simulator works by injecting a command, a script or an executable, that loads list of action into the system
- Worked on design a system for study of advanced scheduling techniques for delivering logistics in Pandemic environment

## Education

### SFU(Simon Fraser University)

B.S. IN SOFTWARE SYSTEM

Sep. 2014 - Dec. 2018

## Skills

- Algorithms
- Compilers
- Data Analysis

- Embedded Systems
- C/C++, Java, Python
- AFL-Fuzz, GDB

- Multimedia
- Probability Theory
- Web Information System