

Aswin Logan

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WORK EXPERIENCE

CRADLE

October 2021 – Present

Senior Software Engineer

- **Spearheaded the development** of a versatile crypto wallet frontend, deploying across various platforms including **web browsers, Chrome extensions, and mobile devices using React/React Native**.
- Developed several tools for Cradle, such as a public profiles page that functions as a web3 game launcher, a user-friendly crypto game discovery application, internal dashboards for real-time KPI tracking, and a self-serve product designed to enhance ad network efficiency.
- Contributed to the development and success of two of Cradle's Android games. "Crazy Trivia," achieving over **5,000+ downloads**, a Clash of Clans-inspired "Rage Game," which garnered **40,000+ downloads**, and a **FPS game with 3 million+ downloads**

MENTUM

June – December 2021

Software Developer

- Collaborated in the development of an all-in-one digital dining ecosystem, enhancing seamless operations for cloud kitchens.
- **Led front-end development** for the restaurant-facing dashboard, utilizing modern technologies to enable real-time order status notifications and payment functionalities.
- Contributed to the development of the **self-serve kiosk software**, helped improve order accuracy and customer control over their dining experience.

CANOO

September – December 2019

Embedded Software Developer

- **Led the development** of electronic control unit (ECU) calibration framework currently implemented in beta car
- **Developed C API** for ECUs to integrate and enable calibration functionality
- Designed and implemented a framework in **Python** that utilizes **Mako** template library to autogenerate ECU calibrations and diagnostic trouble codes

ERAMOSA ENGINEERING

May – August 2018

Application Developer

- **Designed and developed REST API** for water treatment plant data
- **Integrated anomaly detection algorithms using Java**, automating safety requirement checks
- **Conceptualized and implemented re-usable UI modules** to visualize large data sets using **JavaScript**

PROJECTS

Logan Clothing

- **Developed an e-commerce web application**, a personal project showcasing full-stack expertise with **React** and **Firebase**, offering a seamless shopping experience.
- Showcased exceptional proficiency in **React** by crafting a responsive and dynamic user interface, employing functional components, hooks, and utilizing **Redux** for state management
- **Seamlessly integrated third-party services**, including **Stripe** for secure payment processing, and leveraged **Firebase** for backend data management

Sport Track

- Startup that utilizes player statistics and player/object movement to help athletes improve their play
- Developed an object and player movement tracker using **Python** and **OpenCV**
- Derived meaningful patterns and insights by using digitized object movements

EDUCATION

- University of Waterloo, Bachelor of Applied Science (**Computer Engineering Class of 2021**)
- President's Scholarship

LANGUAGES AND RELEVANT SKILLS

- **Languages: Java, JavaScript, TypeScript, C++, C#, Python, SQL, MATLAB, C, HTML, CSS**