

Adam Dickin

Software Engineer

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Calgary, Canada 📍

linkedin.com/in/adamdickin in

My history of working on large complex software products has given me a depth of knowledge in C++, Test Driven Development, Continuous Integration, Python, and Agile Practices. As an innovative solutionist, I have a passion for gathering all the details to fully understand the problem. Once I have all of that together, then I know I am in the best position to deliver a well rounded solution to any challenge.

SKILLS

Continuous Integration

Jenkins

C++

Windows

Linux

Agile Methodologies

Test Driven Development

QT

C#

Python

Problem Solving

Google Mock

Google Test

Visual Studio

WORK EXPERIENCE

Software Engineer 3

Cisco

03/2018 – Present

Calgary, Canada

Achievements/Tasks

- Reduced the initial development setup process from 5 days to 1 day by automating several repetitive tasks
- Improved the Pull Request process by implementing a Jenkins system which would build and test every code change
- Introduced a build specification file to help track which component versions belong to a release, leading to less incorrect releases
- Setup a symbol server to automate the tedious task of finding symbols for crash dumps
- Produced several design specification documents to ensure the knowledge of a feature is shared adequately

Software Engineer 2

Cisco

01/2017 – 03/2018

Calgary, Canada

Achievements/Tasks

- Integrated the Exploit Prevention engine into the AMP Connector
- Provided customer support for issues arising from the use of the Exploit Prevention engine
- Wrote several advanced debugging tools to give our support team a better chance of identifying and fixing Exploit Prevention engine problems without involving engineering
- Advocated for and brought in Unit Testing as part of the development process

Software Engineer

Lockheed Martin Canada CDL Systems

03/2014 – 01/2017

Calgary, Canada

Achievements/Tasks

- Wrote software for a real time structure from motion system
- Ported algorithms which ran on the CPU to the GPU using CUDA
- Researched algorithms which were used to develop parts of a real time structure from motion system
- Developed an internal Visual Studio plugin for developers to streamline the process of writing cross platform code
- Mentored junior members of our development team by aiding them with code reviews, design help, and testing during their 16 month internships
- Volunteered as a member of the office social committee to help organize various team building events

WORK EXPERIENCE

Software Engineer Associate

Lockheed Martin Canada CDL Systems

05/2013 – 03/2014

Calgary, Canada

Achievements/Tasks

- Developed an application which parallelized acceptance test execution across several cores in order to decrease build time and deliver continuous integration feedback to developers sooner
- Implemented features for a 2D mapping application

Software Developer Intern

CDL Systems

05/2011 – 08/2012

Calgary, Canada

Achievements/Tasks

- Wrote maintainable software in C++ for CDL's (Vehicle Control Station)VCS-4586

CERTIFICATES

GIAC Certified Incident Handler (02/2019 – 02/2023)

PATENTS

Real-time camera position estimation with drift mitigation in incremental structure from motion

US10269147B2

Real-time incremental 3d reconstruction of sensor data

US20180315232A1

ORGANIZATIONS

APEGA (01/2018 – Present)

Professional Engineer

EDUCATION

Software Engineering

Schulich School of Engineering, University of Calgary

06/2013

Calgary, Alberta