Joshua**Jordan**

Software Engineer

I make solutions using software, sensors and machine learning. I excel in a team environment, solving challenging problems in creative ways.

Contact

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Languages

C++, Python, C, C#,
Java

Tools

OpenCV, Docker, Git,
ZMQ, Darknet,
Tensorflow, openVino,
Numpy, matplotlib

Platforms

Linux, Windows, Nvidia
Tx2, Raspberry Pi, Keil

Experience

- Excellent development ability in C, C++, C# and Python
- Proven track record of developing cutting-edge tech
- Responsible for system design of computer vision products
- Extensive experience with subversion, debugging tools and best practices
- Wide range of sensor integration for microcontrollors
- Intuitive end-to-end UI and UX design
- Excellent written and verbal communication skills
- Thrive within a creative team environment
- Constantly looking to learn and improve
- Experienced in start-up culture

Employment

2017–2019 **IMAGR - Mechatronics Engineer**   www.imagr.co/

Responsible for designing a world-class computer vision solution for retail. Saw our product go from early prototype to winning a contract with an international company and customer roll out. Real time classification of >10,000 objects.
- Rapid prototyping computer vision solutions
- Designed an electro-mechanical autonomous data collection platform
- Real-time deep learning classification on an embedded device
- "Big data" pipelines using zmq
- Deep dive into camera systems
- Helped set up the software team - hiring, testing and best practices
- Liasion with investors, contractors and customers

2013–2017 **Seequent (formaly AranzGeo) - Software Engineer**   www.seequent.com/

Geological modelling startup producing best in class software in conjuction with a diverse team. Responible for critical features in the product.
- Implementation of complex mathematical code within a python/c codebase for windows
- Fast, responsive and intuitive application with large datasets
- Bug tracking, licensing and automated tests for desktop application

2012–2013 **Trimble Navigation - Software Engineer**   www.trimble.com/survey/

Developed innovative surveying products in a mature codebase to produce a wide range of geospatial data.
- Research and prototyping of real time HUD devices as an independent initiative
- GPS and UX work in C and C++ for Windows CE devices
- Developed an external API for third parties

2011-2012 **HITLab NZ - Researcher**   www.hitlabnz.org/

UX Research scholarship using a haptic device for molecular bonding problems.
- OpenGL and OpenCV development

Education

2007–2011	**Bachelor of Engineering (Hons), Mechatronics** 2:1 Distinction	University of Canterbury, Christchurch
2007	**NCEA level 3** 1st in English NCEA level 3 (final year) Distinction in Drama NCEA level 3 (final year) STAR University maths program	Nayland College, Nelson

Awards

2011	**ENZCon published paper** Parallelism of an MCU on an FPGA	Massey University, Palmerston North
2007	**McKee Trust Scholarship** Three year high achievement scholarship	University of Canterbury, Christchurch

Interests

2017–	**Hijinxx** Part of a community group running stages at various festivals in NZ. This involved Dj-ing, lighting setup and event management.	

Professional
Machine learning, game theory, artificial intelligence, embodied cognition, topology, computer vision, systems design, climate change.

Personal
Surfing, DJ'ing, kite-surfing, football, sailing, guitar, skiing.

References available on request.