Joshua**Jordan**

Software Engineer

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

Making solutions using software, sensors and machine learning. A generalist who is happiest being part of a team that solves hard problems in creative ways.

Experience

- Excellent development ability in C, C++, C# and Python
- Proven track record of developing great products
- 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/Software engineer**   www.imagr.co/

Key member designing a world class computer vision solution for retail. Brought our product from early prototype to winning a contract with a large company to role out to customers.
- Rapid prototyping computer vision solutions
- Designed an Electro-mechanical autonomous data collection platform for deep learning
- Real-time deep learning classification on an embedded device
- "Big data" pipelines using zmq
- Camera research, sourcing and implementation for embedded devices
- Liasing 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 a realtime HUD device as an independent initiative
- Real time GPS concurrent systems work in C and C++
- Helped 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 in a C++ environment

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 mangement.

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

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