

Christo Quentin Stephenson

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EXPERIENCE

Software Engineer

May 2022 – Present

Fortescue Metals Group

Perth, Australia

- Developed software for autonomous trucks on mine sites
 - * Built with C++ 17, CMake, RTI DDS & Linux
 - * Safety-critical system, utilising AUTOSAR C++ standards & redundant architecture
- Created multi-compute simulations in Docker, reducing the need for Hardware-In-Loop systems
 - * Developed custom Docker network plugin for CAN network communications
- Setup GitHub Actions CI workflows for testing, building & publishing software automatically

Software Engineer

June 2021 - May 2022

Siemens Mobility

Perth, Australia

- Maintained & delivered new features for Broken Rail Detection measurement systems
 - * Built with C++ 03 with GCC, CMake, Boost, Protobuf & Jenkins
 - * ISO9001 quality management, following MISRA C++ 2008 coding standard
 - * Targeted QNX Real Time Operating System (Unix-like with ISO9001 & SIL3 certification)
 - * Significantly optimised network bandwidth for limited & remote LTE communications

Associate Software Engineer

Feb. 2021 – June 2021

Vix Technology

Perth, Australia

- Maintained & extended automated fare collection systems
 - * Focus on backend C 99 & C++ 17 Linux applications, in a microservices architecture
 - * Frontend web-interface in Angular + TypeScript
- Developed experimental tool to replace custom in-house build tool with CMake

Software Engineer

Dec. 2018 – Feb. 2021

BlueSky Digital Labs

Perth, Australia

- Worked on a variety of projects, across many domains
 - * Full-stack web development utilising React, TypeScript, JavaScript, HTML, jQuery, SQL & PHP
 - * Various mobile & backend applications, developed in C++ 17 & C#/Unity3D
 - * Maintained & deployed Linux web servers
- Engaged with clients for project requirements, estimation & technical support
- Mentored junior co-workers & interns

TECHNICAL SKILLS

Programming Languages: C++, C, C#, Python, PHP, JavaScript, TypeScript, React

Technologies & Tools: Docker, Linux, Bash, CMake, RTI DDS, Git, GitHub Actions, SVN, SQL, VSCode

EDUCATION

Murdoch University

Feb. 2018 – Nov. 2020

Bachelor of Science - Double major in Computer Science & Games Technology

Perth, Australia

- Heavy focus on software simulations & computer graphics

REFERENCES

Available upon request