Cole Fuerth
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SOFTWARE ENGINEER - UBUNTU

I am a software engineer that loves C/C++ and Python! I will admit that my distro of choice is Pop!_OS, but this is simply because I enjoy that it is (almost) Ubuntu, but with the System76 repositories for machine learning and gaming. I would love to contribute to the Canonical team to continue to improve Ubuntu, as it is (in my opinion) the best general purpose distro to date. I do live outside Windsor, but am planning to relocate to Ottawa if I can! Some more details about me:

- I love EVs and anything robotics related. Embedded systems are my bread and butter, but I would also like to explore the field of Software Engineering, as it would mesh well with my knowledge of both Embedded and Machine Learning.

- Mathew Pellarin and I won first place in the Emulators category at CSGames 2023! We also entered in the Machine Learning and Extreme Programming categories for our university, but did not place.

- I have been playing with electronics and making things with them since I was 7.

- I have built an EV platform from scratch using custom PCBs as my Electronics Engineering Capstone.

- I graduated with a Bachelors of Honours Computer Science (AI Specialization) with distinction and a math minor from the University of Windsor, as well as an Electronics Engineering degree from St. Clair College.

- I am currently learning high performance concurrency in Rust by building a concurrent ping engine. The goal is to make a giant poster of a pixel map of which IPs respond and which ones don't.

- I like motorcycling, electric boarding, rock climbing, coffee, and video games! Most of my hobbies have a DIY component to them, and I love to learn new skills.

- I have a lot of experience completing contracts on small to medium projects for both the University and a string of private contracts.

Sincerely,

Cole Fuerth

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