

Colin Leung

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5th Year Engineering Physics

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Skills

Languages and APIs: C, C++, Java, x86 Assembly, LaTeX, Processing, OpenCV, MATLAB
Development Environment: Linux (Ubuntu, CentOS), Windows, Visual Studio, Eclipse, Vim, Cygwin, Git
Configuration Management: Puppet, Vagrant

Work Experience

Software Developer, Broadcom Corporation May 2012 – Present

- Wrote low-level Android scripts and created reproducible test environments to reduce the uncertainty of system-on-chip power measurements to less than 3%
- Debugged firmware issues using development tools such as Vim and Git

Image Analysis Programmer, Taiheiyo Cement Corporation May 2011 – December 2011

- Successfully designed and verified two image analysis algorithms for quantifying cement samples, which my supervisor filed at the Japan Patent Office

Software Engineer, A.U.G. Signals Ltd. January 2010 – April 2010

- Developed user interfaces written in MATLAB and C++ to showcase signal processing algorithms

Projects

Localization System for Telehealth Applications January 2012 – April 2012

- Prototyped a local positioning system which uses a combination of ultrasound and radio frequency waves to accurately locate moving objects, with two team members

Autonomous Racing Robot May 2010 – August 2010

- Built a tape-following robot and programmed its control algorithms based on a primitive finite state machine using Processing, in collaboration with three other team members

Hangman Game November 2009 – December 2009

- Used object-oriented design principles to develop a hangman game in C++ using Visual Studio

Education

Bachelor of Applied Sciences, University of British Columbia Expected Completion Date: May 2014

Major in Engineering Physics, Electrical Option

CGPA: 85.1%

Awards and Scholarships

Dean's Honour List

May 2009 - Present

1st Place in the 10th Annual Engineering Physics Robot Competition

August 2010

NSERC Undergraduate Student Research Award

January 2010

References available upon request