

# Chris Gravel

chrisgravel@live.com  
linkedin.com/in/cpagravel

## EDUCATION

BASc Mechatronics Engineering with AI Option, *University of Waterloo*

2014 - 2019

## SKILLS

Software Languages Python, C, C++, Bash, SQL, Matlab, Javascript  
Software Tools Microcontrollers, Linux, ROS, Git, OpenCV

## EXPERIENCE

**Senior Software Engineer (Nest)**, *Google LLC*

Sept 2019 - Present

- Led a team of 5 engineers to design and build infrastructure for supporting Google's Matter launch. The infra we built supports creating dynamic topologies of real devices with a complex configuration matrix of more than 100 params and served as a release gate for millions of devices. ([Python](#))
- Designed and implemented pipelines for continuous delivery and continuous integration testing. Integrated pipelines across multiple ecosystems (Google internal, Github, Gerrit, Jenkins). ([Python](#), [Bash](#), [Docker](#), [Jenkins](#))
- Scoped infrastructure work for supporting new hardware in our test automation. Took ownership of design, and implementation while leading and providing guidance for junior SWEs. Infrastructure supported 20+ hardware devices, 1000+ automation tests, and impacts millions of users. ([Python](#))
- Ideated and implemented a novel solution that applies statistical tools for detecting software regressions involving latency which reduced engineering effort to root cause from 4 hours to 1 min. ([Python](#), [SQL](#), [Jenkins](#), [Two sample T-test](#), [DataStudio](#))
- Used optimization and ML techniques to create a flicker detection algorithm with a 96% recall rate. ([Python](#), [numpy](#), [scipy](#), [skimage](#))
- Mentored engineers to help them advance in their career and adapt to the professional environment. Arranged quarterly team gatherings for 15+ people. Took advice from those willing to teach me. ([Soft skills](#))

**Perception Team Engineer**, *Avidbots Corp.*

May 2018 - Aug 2018

- Developed mathematical model for optimal sensor layout for cliff detection using 1D sensors. ([Python](#), [Geometry](#), [Numerical Methods](#))
- Automated collection and labelling of vision data using localization information and camera feeds on the robot. ([OpenCV](#), [Python](#), [C++](#))

**IoT & AI Developer**, *IBM*

Sept 2017 - Dec 2017

- Created real-time object recognition solution with 95% accuracy for POC contract using supervised learning on a FasterRCNN network. ([Python](#), [FasterRCNN](#))

**Robotics Software Developer**, *Avidbots Corp.*

Jan 2017 - April 2017

- Developed numerical model in C++ and Matlab for simulating trajectory to determine traversal time. ([C++](#), [Python](#), [ROS](#), [Matlab](#), [Numerical Methods](#))
- Improved performance by 10% by minimizing kinematic accelerations on robot caused by trajectory jaggedness. ([C++](#), [ROS](#), [OpenCV](#))
- Wrote unit tests for a robotics system on the ROS platform in C++ using the Google test framework. ([C++](#), [ROS](#))

## ENGINEERING PROJECTS

Optimization of Vehicle Suspension using Enhanced Hillclimbing — Python, Matlab

2018

- Created a novel search algorithm that outperforms other state-of-the-art search algorithms in the field.

Git Status Tool (gst) — Python

2018

- Commandline tool for improving my own Git workflow. Compatible with Mac and Linux.

Asteroids Game built on ARM Cortex-M microcontroller — C

2016

- Re-created the game of Asteroids on an ARM Cortex-M microcontroller with RTOS.
- Used semaphores and mutexes to enable synchronous multitasking operations.
- Created physics engine to model the original game physics.

## ACHIEVEMENTS

- Runner-up in an international IBM internal coding competition (CodeBlue 2017).
- Received multiple awards (1 Google Tech Impact Award, 1 DSPA Tech Award, 5 spot bonuses, 8 peer bonuses) at Google due to contributions.
- Received Python readability status at Google which allows me to approve Python changes for their style.