

DANIEL WATT

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TECHNICAL SKILLS

Experience with: C++, Java, C, VBA, PHP

Familiar with: SQLite, MySQL, HTML, CSS, MATLAB, XML

Tools: WinDbg, Android Studio, Visual Studio, GitHub, Perforce, JIRA, Eclipse, Linux

WORK EXPERIENCE

Advanced Micro Devices, Inc. (AMD)

May 2015– August 2015

Driver Developer

- Worked with the Windows Kernel-Mode Driver (KMD) team to develop core software features using C++ and C
- Implemented logic for new features involving memory management and driver/OpenCL interactions
- Designed a new class to support the core restructuring of the Heterogeneous System Architecture (HSA) driver
- Developed a WinDbg extension which accesses registers containing debugging data for the HSA-related hardware
- Resolved bugs in the Windows 7, Windows 8.1, and Windows 10 release driver by working with interactions between graphics driver architecture, OS, BIOS, and other system components

General Motors of Canada

September 2014 – December 2014

Manufacturing Engineer

- Designed and implemented an Access database in VBA to unify machine settings and part changes of all 60 engine machining operations and improved root cause analysis efficiency by 300%
- Led and resolved root cause investigations for several machining defects, saving more than \$200,000 annually
- Acted as liaison with suppliers to discuss manufacturing solutions and to resolve equipment issues

PROJECTS

Geo-fencing Alarm Android Application github.com/danielwatt/There

2015

- Utilize device's GPS and Google Maps API in order to notify users when they have reached their set geofence
- Improved battery usage with an algorithm to modify the GPS listener's time interval as user approaches geofence

Hack The North 2015 – Location-focused Social Network Android Application (Team of 4)

2015

- Implemented GPS and Facebook APIs to locate and notify users of activities that are within a certain radius.
- Developed a MySQL database, PHP scripts to query from the database, and a JSON parsing algorithm in Java.

Automated Card Dealing Robot

2013

- Built and programmed a robot to detect players around a table and deal cards to them for various card games
- The robot was acclaimed as the class' favourite as well as one of the professor's top choices

EDUCATION

Candidate for Bachelor of Applied Science,
Mechanical Engineering, University of Waterloo

2012-2017