

DREW GROSS

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EDUCATION

Bachelor of Applied Science (B.A.S)

University of Waterloo

- **Major:** Mechatronics Engineering

Graduated April 2014

Waterloo, ON

TECHNICAL SKILLS

- **Languages:** C, C++, Objective-C, Java, Python, Haskell, Perl, x86 Assembly, Shell Scripting, MATLAB
- **Software:** AutoCAD, SolidWorks, MATLAB, Unigraphics NX, Wings 3D, Linux
- **Development Environments:** Adobe Flash CS3, Xcode, Visual Studio, MPLab
- **Libraries & Techniques:** OpenCV, Image Processing, Robot Operating System (ROS), Embedded Software

WORK EXPERIENCE

Co – Founder/Lead Developer

PractiCure, Inc.

December 2013 – Present

Toronto, ON

- Co-founder and lead developer of a dental equipment calibration app and associated hardware, and designed the product offering as the only engineer on the three-person team.
- Designed and implemented the iOS data measurement and collection application, as well as the image processing and digital signal processing algorithms used to collect and analyze data in MATLAB.
- Determined the business strategy, demonstrated the product to customers and investors, provided customer training, and coordinated production with a dental equipment manufacturer.
- Hired and managed an engineering intern, and trained the intern in iOS development.

Sensor Test Engineering Intern

Apple, Inc.

May 2013 – August 2014

Cupertino, CA

- Developed embedded software in C with the Keil C51 compiler that controlled an iPhone screen testing device.
- Evaluated screen testing tools and electronics to identify the source of flaws and determine equipment accuracy.
- Discovered and fixed design flaws that caused fifteen-minute assembly line shutdowns every three days.

iOS Engineering Intern

Apple, Inc.

September 2012 – December 2012

Cupertino, CA

- Developed a native Mac OSX application used by twenty staff to analyze power usage of iOS devices.

Engineering Intern

Factor Power

May 2011 – August 2011

Toronto, ON

- Wrote embedded software in C that allowed electrical devices to transmit and store information.

Mobile Game Developer

XMG Studio

January 2010 – April 2010

Toronto, ON

- Developed two video games for the iPhone, iPod touch and iPad along with a team of six developers.
- Created the animation, input handling, and event handling of a cross platform game engine for Android, Blackberry, and iPhone using C++ and Objective-C.
- Released an iPhone game, “Blade Battle”, using Cocoa framework with the Chipmunk physics engine and the Cocos2D graphics engine.
- Created a tile-based level editor and physics engine using XML, Tiled map editor, and the Chipmunk library.

Software Engineer – Intern

Pason Systems Corp.

September 2010 – December 2010

Calgary, AB

- Developed automated GUI and performance testing scripts using Shell and Perl scripting to measure the capacity and performance of Pason’s Electronic Drilling Recorder (EDR).
- Created a tool which parsed text files containing words used in the menus of the EDR to identify which words required translation and replaced words in the EDR once translated.

INDEPENDENT PROJECTS

Food Ordering Android App

January 2012 – April 2012

- Developed a white-label food ordering Android App with Python and Django as part of a four person team.