### FEILAN JIANG

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github.com/f-jiang

Languages C++, C, Python, Java, HTML & CSS, JavaScript, TypeScript, MATLAB

**Technologies** PCL, OpenCV, NumPy, Jupyter, Android, Angular, Node.js, Git, Subversion, GDB, Valgrind

Other Skills SOLIDWORKS, AutoCAD, general machining, 3D printing, electronics prototyping and assembly

**Education** Candidate for Bachelor of Applied Science in Mechatronics Engineering, University of Waterloo

#### **WORK EXPERIENCE**

# ADAS Software Developer

BlackBerry QNX

5/2018-8/2018

## Power Management Developer

Ford Motor Company

9/2017-12/2017

- Worked as a student developer on QNX's autonomous-vehicle cameras and sensors team
- Performed multi-threaded debugging and delivered new features for the ADAS Platform's LIDAR sensor interface
- Built a reference LIDAR object-detection algorithm using PCL features such as progressive morphological filtering and Euclidean clustering
- Developed core components of upcoming Ford vehicles' power management systems, working in a Linux-based development environment
- Designed and implemented an inter-process messaging system based on POSIX message queues and Google Protocol Buffers
- Ensured software quality by refactoring the codebase and running **SonarQube** CI tests

#### **PROJECTS & ACTIVITIES**

#### Software Department Lead

FRC Team 4783

9/2015-5/2016

### • Served as lead software developer of my high school's **FIRST Robotics Competition** team

- Devised and ran a week-long robotics programming course, teaching younger students about the fundamentals of C++, Git, and WPILib using a self-made curriculum
- Created and managed an online **Git repository** used by over **30 programmers**

#### **IoT Smart Blinds**

Collaborative Project

8/2017-Present

- Developing a low-cost blinds controller attachment that can be controlled through a mobile or web app
- Wrote Arduino code for interfacing with sensors and actuators, handling HTTP requests, and performing EEPROM wear-levelling
- Designed and fabricated an acrylic enclosure, developed the electrical schematics, and calculated power requirements

#### Fog-Screen Hologram

**Collaborative Project** 

1/2017-4/2017

- Designed and prototyped a low-cost volumetric display with native support for SketchFab and other web-based 3D content platforms
- Developed the hologram's microcontroller code and created a web interface for viewing and displaying 3D models and animations
- Addressed motor overheating and power consumption issues by revising the hologram's electrical layout