FEILAN JIANG

Versatile softwareoriented maker

Goal-oriented problem solver

Inquisitive multidisciplinary learner



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inkedIn bit.ly/2pobuO

GitHub github.com/f-jiang

GrabCAD grabcad.com/f-jiang-1

QUALIFICATIONS

Arduino, Raspberry Pi

AutoCAD, SOLIDWORKS

HTML, CSS, JS, jQuery, AngularJS, NodeJS, ExpressJS

C, C++, OpenCV, ncurses

Python, Kivy, Plotly, Tkinter

Java, Swing, JavaFX

Git, GitHub, BitBucket

EDUCATION

BASc Mechatronics Engineering,
University of Waterloo

Expected graduation in 2021

EXPERIENCE

Software Developer

Nanometrics Inc.

1/2017-4/2017

- Devised a standardized SD wear rate testing methodology involving SMART data and CMD56
- Optimized performance on Linux-based seismometers by fine-tuning JVM memory consumption
- Automated platform-specific compilation of internal software tools using the Autotools suite

Programming Lead

FRC Team 4783

9/2016-5/2017

- Mentored inexperienced younger students on the fundamentals of C++ robotics programming
- Coordinated team logistics with other department leads to ensure our robot was competition-ready

PROJECTS & ACTIVITIES

Fog-screen Hologram

Collaborative Project

- Goal is to produce a low-cost, hyper-realistic volumetric display with applications in augmented reality, CAD, etc.
- Utilizes OpenCV vision processing to detect human observers' faces and hand gestures in various lighting conditions

Robotics

UW Robotics Team

- Currently involved with electromechanical work for the Robot Racing competition
- Oversaw the creation of a line-following robot that plays musical notes according to the length and shade of the line; came in first place in a music-playing competition, beating out all other first-years' robots

Mobile Game Dev

Independent Project

- Conceptualized, implemented, and published a simple yet challenging colour-based puzzle game
- App won top prize for game design and technical sophistication at the 2015 TechU.me AppJam finals in Ottawa