

FEILAN JIANG

Goal-oriented problem
solver

Curious multidisciplinary
learner

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QUALIFICATIONS

Arduino, Raspberry Pi
AutoCAD, SOLIDWORKS
Java, Swing, JavaFX
C, C++, OpenCV, ncurses
HTML, CSS, JS, jQuery, AngularJS, NodeJS, ExpressJS
Python, Kivy, Plotly, Tkinter
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

[Arduino workshop mentor]

PROJECTS & ACTIVITIES

Fog-screen Hologram

- 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

- Current member of the UW Robotics Team
- 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

- 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