

Guhan Iyer

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EDUCATION

University of Waterloo

Bachelor of Applied Science in Computer Engineering

Sept. 2023 – Apr. 2028

Waterloo, Ontario

- Cumulative GPA: **3.3/4.0**

- Relevant Coursework: Real-Time Operating Systems, Algorithms & Data Structures, Computer Architecture, Digital Hardware Systems

PROFESSIONAL EXPERIENCE

Nokia

Firmware Engineering Intern

Sept. 2025 – Dec. 2025

Ottawa, Ontario

- Built a **C++17** abstraction layer to translate low-level ASIC configuration tuples into scalable SDK representations, supporting critical initialization and boot utilities across **20+** operating modes for **50+ engineers**.
- Eliminated packet corruption in a critical **C++** message-passing utility using 128-bit atomic operations, **resolving race conditions** and ensuring data integrity.
- Implemented isolated ADC/DAC initialization and configuration, enabling **targeted debugging** of the **ASIC datapath** beyond full chip bring-up for **all downstream customers**.
- Resolved **10+** major defects in the SDK by analyzing firmware trace logs, reducing daily crash frequency to **zero**.

Ford Motor Company

Software Development Intern

Jan. 2025 – Apr. 2025

Waterloo, Ontario

- Designed and implemented **Python** libraries to fuzz ECU access tokens, enabling native security testing of a daemon deployed across **all production ECUs**.
- Integrated new libraries into automated testing pipelines, enhancing validation workflows and eliminating reliance on **external tooling**.
- Migrated **30+** legacy tests to the new libraries and integrated with existing **Python** infrastructure, standardizing security workflows for **100+ engineers**.

NCR Voyix

Software Engineering Intern

May 2024 – Aug. 2024

Waterloo, Ontario

- Integrated a **Python** query utility into a patch management system, enabling automated device data retrieval.
- Instrumented a service to validate per-device network compliance data for use **organization-wide**.
- Developed a cross-platform patch verification tool serving **10,000+** devices across **10+** platforms.

PROJECTS

wintop | C, MSVC, Windows API

- Developed a CLI-based **thread and process inspector** in **C** for **Windows** platforms, exposing detailed per-thread scheduling and runtime information.
- Enumerated processes and threads with **Win32 APIs**, fetching scheduling and timing metadata with low overhead.
- Designed a terminal interface to provide **real-time** diagnostic information, emulating **top** and **ps**.

osh: The Open Shell | C, Linux

- Created a lightweight **Linux** shell in **C** supporting built-in commands and external programs.
- Implemented pipelines and I/O redirection using **Linux** syscalls and **POSIX** file descriptor semantics.
- Added persistent command history using **readline** to improve interactive usability.

TECHNICAL SKILLS

Languages: C, C++, Assembly (ARM, RISC-V), Python, Rust, Java, Bash

Libraries & Tools: Valgrind, GDB, CMake, Make, Android Tools (adb, Fastboot), Docker

Technologies & Protocols: Linux, QNX, FreeRTOS, CAN, TCP/IP, UART, I2C, gRPC, protobuf