

Jason Kim

Mechatronics Engineering

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SKILLS

SOFTWARE

- Java, C/C++, Python, OpenCV
- Data Structures & Algorithms
- HTML, CSS, Javascript

HARDWARE

- AutoCAD, SolidWORKS
- ARM Cortex-MCUs, TM4C123
- Arduino Uno, Raspberry Pi

TOOLS

- Git, Make, Keil, Unix, Bash
- Jenkins, Confluence, JIRA
- Eclipse, PyCharm, Sublime

EXPERIENCE

Automation Test Developer, Rogue Wave Software

Sept - Dec 2016

- Decreased the automated test execution time, written in Python, by 23%
- Resolved & debugged 22 defects, and reported 34 errors written in Java, C/C++, and Python
- Reported 34 errors/noncompliance written in Java, C/C++, and Python in Linux and Windows
- Added 7 new test machines to increase product coverage, including Mac OS, Solaris, and AIX
- Wrote Python automation tests in Unix environment to ensure product liability of all platforms

Software Member, UW Autonomous Sailboat Team

Apr 2016 - Present

- One of the founding members for the University of Waterloo's Autonomous Sailboat Team
- Responsible for designing sensor feedback algorithm of RF Sensor from Arduino to the Jetson Embedded board

PROJECTS

Ball on Plate (In Progress)

See More at: www.jasonkiim.com

- An automated plate which stabilizes the position of a ball regardless of any interference using PID Controls, Kalman Filters and OpenCV, controlled by Arduino Uno

Space Invaders

- Remake of a classic game "Space Invaders" using switches, the LED, slide pot, and a graphic image representation with 2D arrays on a TM4C123 Launchpad, deployed on embedded C using Keil IDE

Digital Colour-based Sorter

- A Lego-NXT based autonomous sorting robot that dispenses and categorizes various coloured balls using sensor feedback and servo motor control, written in Robot C

Memory Bound

- User-friendly calendar application built using Object Oriented-Programming techniques in Java that allows personal log-in credentials via data encryption as well as a real-time built-in reminder function

Push Box

- A remake of a game "PushBox" using basic knowledge of data structures and OOP in Java, in which players move boxes to the marked positions, providing a challenging yet graphic gameplay with various levels and constraints

EDUCATION

University of Waterloo | Mechatronics Engineering B.A.Sc
September 2015 - Present, Waterloo, Ontario, Canada