

# Jason Kim

## Mechatronics Engineering

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### SKILLS

**Software:** Java, C/C++, Python, Unix, HTML, CSS, Javascript

**Embedded Systems:** Arduino Uno, ARM Cortex MCUs, Raspberry Pi

**Tools:** Git, OpenCV, MobaXTerm, Jenkins, Confluence, JIRA

### EXPERIENCE

#### Automation Test Developer, Rogue Wave Software

*Sept - Dec 2016*

- Decreased the automated test execution time by 23% by eliminating repeated Python methods via Inheritance and modifying error-triggering points
- Debugged and resolved 22 client reported defects written in Java, C/C++, and Python for Linux & Windows
- Added 7 new test machines to increase product coverage, including various versions of Mac OS, Solaris, and AIX
- Wrote 37 automation tests in Unix environment to ensure product liability for all platforms

#### Software Member, UW Autonomous Sailboat Team

*Apr 2016 - Present*

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

### PROJECTS

#### Ball on Plate (In Progress)

See More at: [www.jasonkiim.com](http://www.jasonkiim.com)

- An automated plate which stabilizes the position of a ball regardless of any interference using Servo Motors, PID Controls, and OpenCV, controlled by Arduino Uno
- Current State: Currently working on calculating the error difference of the PID Controllers and outputting the data to a test prototype

#### 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

#### 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 - 2020 (Expected), Waterloo, Ontario, Canada