

JEREMY QIAN

jq357@hotmail.com ◇ (647)-787-1228

[Personal Webpage](#) ◇ [Github](#)

TECHNICAL QUALIFICATIONS

- Skilled with Python (Django and Flask) and NodeJS for API development
- Skilled with ReactJS for web application development
- Skilled with C and C++ for real-time embedded systems development
- Experienced with data structures, algorithms and object-oriented design
- Experienced developing complex and multi-threaded systems
- Experienced building CI/CD pipelines using Bitbucket, Jenkins and Artifactory
- Good Knowledge of GraphQL and Python machine learning libraries

WORK EXPERIENCE

Wave Accounting

August 2020 - Present

Software Engineer

- Developed and maintained the ReactJS-based single page application for accounting
- Developed and maintained the Django-based accounting microservice
- Developed and maintained a third party API service using GraphQL
- Worked closely with the data team on machine learning models for transaction auto-categorization

Thales Canada

August 2019 - August 2020

Software Analyst & Developer

- Responsible for developing the Vehicle OnBoard Control (VOBC) software for urban railways
- Developed and deployed a continuous integration pipeline for the NY VOBC project
- Developed integration and unit testing procedures for 100% requirement and code coverage
- Developed static code analysis tools to aid in safety and compliance efforts

Siemens Canada

April 2016 - August 2019

Linux Software Developer

- Responsible for architecture, development, and deployment of Siemens CloudConnect (IoT Gateway)
- Responsible for maintaining and developing a custom Linux distro (kernel and userspace)
- Developed cellular (*libqmi*), IP routing (*Quagga*), and virtualization (*KVM*) features
- Designed data models and schema using XML and JSON for user-configuration databases

PERSONAL PROJECTS ([MORE PROJECTS](#))

Reversi!

[Github](#) ◇ [Deployed Site](#)

- Multiplayer reversi - developed as a ReactJS web app with a Django back-end
- Utilizes multiple server instances and database sharding for scaling

Offensive Hearts

[Github](#) ◇ [Deployed Site](#)

- NodeJS and SocketIO based multi-player memory game; deployed on Amazon EC2 Instance

EDUCATION

McMaster University

Bachelors of Software Engineering

2012-2016

Graduated on the Dean's List