

# Jake Nielsen

3B Mechatronics Engineering

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📄 [github.com/jknielse](https://github.com/jknielse)

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## Skills

<b>Languages</b>	<b>C, C++, Objective-C</b> , Python, nodejs, Scheme, Assembly
<b>Software and Technologies</b>	ROS, Visual Studio, <b>X-Code</b> , Vim, <b>Git</b> , Windows, Linux, <b>Mac OSX</b>
<b>Embedded Systems</b>	Arduino, AVR Microcontrollers, I2C, Control Systems

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## Work Experience

Sept 2012 - Present	<b>Mobile Software Engineering</b> , <i>Rebellion Media Inc.</i> , Waterloo. Developing iOS applications Received an <b>outstanding</b> on work evaluation Writing backends using nodejs and mongoose Troubleshooting hardware in the event of test failures Configuring and uploading harddisk images to Sandvine's Policy Traffic Switches
Jan 2012 - Apr 2012	<b>Cofounder and Software Developer</b> , <i>Crouton Labs inc.</i> , Waterloo. Making logical extensions to the vanilla iOS SDK to allow for automatic serialization of objects, and intelligent implimentation of the dispatcher design pattern Aggressive refactoring, resulting in the most readable and stable codebase that I've ever worked with.
May 2011 - Aug 2011	<b>Manufacturing Software Engineering</b> , <i>Sandvine Inc.</i> , Waterloo. Writing and maintaining test scripts for quality control Troubleshooting hardware in the event of test failures Configuring and uploading harddisk images to Sandvine's Policy Traffic Switches
May 2010 - Aug 2010	<b>Software and Hardware Developer</b> , <i>University of Waterloo</i> .
Sept 2010 - Dec 2010	Creating control systems for 200 stepper motors and reading from 200 pressure sensors Implementing firmware, software, and GUI for an experimental CNC lathe Producing firmware, software and pendant controller for a 3D scanner Received an outstanding on the work report evaluation

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## Projects and Competitions

<b>Computing Collective</b> (Co-founder)	Worked on start-up that planned to commercialize the volunteer based grid computing space, winners of the Velocity Venture Fund competition. Involved in the software development of said platform in python. We sell processing power that we acquire through CPU scavenging in return for game upgrades and free software.
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**VeloCity** Returning resident at VeloCity, which helps students who are working on  
**Entrepreneurial** start-ups, by providing funding, mentorship and a collaborative environment.  
**Incubator**  
(Resident)

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## Education

2009 - Present **Candidate for Bachelor of Applied Sciences in  
Honours Mechatronics Engineering,**  
*University of Waterloo.*

Relevant Courses: Designing Functional Programs, RTOS, Sensors and Instrumentation, Elementary Algorithm Design and Data Abstraction, RCL Circuits, Ordinary Differential Equations, Mechanics of Deformable Solids, Physics: Dynamics, Micro-controllers and Digital Logic, Control Systems