Jake Nielsen

3B Mechatronics Engineering

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Skills

Languages C, C++, Objective-C, Python, nodejs, Scheme, Assembly

Software and ROS(recreationally), Visual Studio, X-Code, Vim, Git, Windows, Linux,

Technologies

Mac OSX

Systems

Embedded Arduino, AVR Microcontrollers, I2C, Experience Designing Control Systems

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, Microcontrollers and Digital Logic, Control Systems

Work Experience

Sept 2012 - Present Mobile Software Engineering,

Rebellion Media Inc., Waterloo.

Developing iOS applications

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 Cofounder and Software Developer,

Crouton Labs inc, Waterloo.

Made logical extensions to the vanila iOS SDK to allow for automatic serialization of objects, and intelligent implimentation of the dispatcher design pattern

Refactored aggressively, resulting in the most readable and stable codebase that I've ever worked with.

May 2011 - Aug 2011 Manufacturing Software Engineering,

Sandvine Inc., Waterloo.

Worked on the Manufacturing Engineering team

Wrote and maintained testing scripts to ensure 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 Software and Hardware Developer,

University of Waterloo.

Sept 2010 - Dec 2010 Created control system for 200 stepper motors and reading from 200 pressure sensors

Implemented firmware, software, and GUI for an experimental CNC lathe Produced firmware, software and pendant controller for a 3D scanner

Received an outstanding on the work report evaluation

Projects and Competitions

Computing Worked on start-up that planned to commercialize the volunteer based grid Collective computing space, winners of the Velocity Venture Fund competition.

(Co-founder) 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.

VeloCity Entrepreneurial Incubator (Resident)

Returning resident at VeloCity, which helps students who are working on start-ups, by providing funding, mentorship and a collaborative environment.