Johan Cornelissen

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Skills and Qualifications

- Proficient in a variety of programming languages including C, Java, Python, JSON, TCL, SQL, XML, XQuery, and Bash.
- Extensive experience in the software life-cycle including development, documentation and testing.
- Strong organizational and communication skills developed through leadership opportunities in academic, and extracurricular settings.
- Experience solving open-ended engineering design problems and communicating concise solutions using formal reports and presentations.

Education

Bachelor of Applied Science in Computer Engineering   Sept 2013 – Present

Queen's University, Kingston, Ontario

- Dean's Honour List, Excellence Entrance Scholarship, Donovan Brown Scholarship in Applied Science

Experience

Software Engineering Intern   May 2016 – Sept 2017

Ciena Corporation, Ottawa, Ontario

- Contributed to the software cycle of a feature implemented on a real-time system to visually display hardware LED status in a customer visible user interface.
- Significant experience debugging user space software errors on Windriver VxWorks, and Linux OneOs with the use of GDB and LTTng tracing.
- Analyzed product performance issues by using memory and real-time monitoring tools to identify software deficiencies. Leveraged open source analytics platforms such as Elasticsearch and Grafana to easily identify the impact of LTTng tracing on a real-time system.
- Increased efficiency of feature integration and regression testing by developing a generic automated test suite in TCL. Tests are now created and executed dynamically based on data queried from the product's evolving data model.

Project Manager   August 2017 – Present

Queen's University, Kingston, Ontario

- Advisor and resource for three student design teams working on a community-based project as part of their first-year engineering design course.

Teaching Assistant   Fall 2015, Fall 2017

Queen's University, Kingston, Ontario

- Assisting second year engineering students in ELEC 271 Digital Systems with laboratory experiments using the Altera Nios II processor and VHDL.

Extracurriculars and Projects

CSGames Social Computing Competition   Spring 2017

- Participated in AI (Python), Relay Programming (Python, Java), Web Development (PHP, HTML), and Debugging (10 languages) competitions at ETS in Montreal.

Photography Team Manager   Sept 2015 – April 2016

- Managed a team of 6 photographers as part of the Engineering Society's communications team.

QBnB   Spring 2016

- Designed an HTML/PHP based web application with a MySQL database for short-term housing rental.

Arduino Autonomous Robot Competition   Spring 2015

- Designed and programed an Arduino powered robot to autonomously play a game of basketball.

Clark Hall Pub iOS Loyalty Rewards Application   Spring 2014

- Developed a basic iOS application for a Queen's on-campus pub to allow loyal customers to claim rewards.