John Savill

Software Engineer with expertise in software design, development and cybersecurity

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EXPERIENCE

IDIADA UK, Cambridge — *Software Engineer*

January 2022 - PRESENT

Out of University I was hired to the electronics division of IDIADA UK, a subsidiary of AAPLUS IDIADA based in Cambridge. I have worked for over 3 years on customer facing projects, producing automotive software solutions and complex functionality in vehicle ECUs as well as R&D projects based around autonomous driving and IOT cybersecurity.

BoatMac, Norwich — *Technical Assistant*

(Part time) 2016 - 2018

I worked over a couple of summers to develop an innovative way to quickly scan boats (with off-the-shelf hardware), develop a 3D model, design a tailored cover, render the flat net of the cover for cutting, and then manufacture the final fabric cover from the model.

EDUCATION

Loughborough University, Loughborough — *Electrical and Computer Systems Engineering, BEng*

October 2015 - July 2021

I studied at Loughborough University, at the Wolfson school of Engineering, achieving a degree in ECS and learning topics from embedded C and assembly, to game theory, and writing my final year project on using machine learning to identify and sort radio signals.

Norwich School, Norwich

Finished July 2015

Attended The Norwich School for 10 years. Received an academic scholarship. Finished with A-levels is Maths, Physics, and 3-D technical design.

PROJECTS

ERATOSTHENES — *https://eratosthenes-project.eu/*

A Horizon 2020 research project that I worked on, over 3 years, implementing a cyber-secure trust network to verify IOT devices. I helped design an automotive scenario, integrate the software modules, and validate the network in the active V2X scenario against cyber-attacks. Presented to, and wrote technical deliverables for, the European Commission.

AutoCHERI — *https://autocheri.tech/*

A hardware project, based on using the CHERI secure instruction set on compartmentalized ARM boards. I helped validate the hardware in an automotive/ V2X scenario.

Venice/MonaLisa —*Customer-focussed internal project*

A project that involved working with a small team to gradually implement low-level functionality to ECU(s) based on customer requirements. Writing embedded C to add engine control and safety functionality, testing on-bench, then pushing code into a merged trunk repository.

TECHNICAL SKILLS

Embedded C

C, C++

Python

AGILE project methodology

Project task management with JIRA

Version control with GIT and Subversion

GITLAB CI/CD

LINUX

Docker

3D modelling and design

SOFT SKILLS

Teamwork in smaller 2-3 person teams and larger consortiums

Management of personal time and of a small team

Requirement derivation and KPI definition

AI prompting

Customer Relations and communication

Unit Testing of produced code

Adaptability to work on multiple projects, of differing scopes, at the same time

Peer Reviewing documents and code with constructive feedback