JONATHAN DEIVEN

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SKILLS

Proficient Languages: C++, Java
Familiar Languages: C, JavaScript, Python, SQL, Shell Scripting
Web Development: HTML5, CSS3, jQuery
Data Analysis: Microsoft Excel, MATLAB
Platforms and Tools: Linux, Android, Eclipse, Git, SVN
Graphic Design: Adobe Photoshop and Illustrator

EDUCATION

University of Waterloo, Waterloo ON *Sept 2012 – Apr 2017 (Expected)*
 • Candidate for BASc degree in Systems Design Engineering, Honours
 • Activities: Engineers Without Borders (2014 – Present)

WORK EXPERIENCE

Systems Software Developer - BlackBerry, Ottawa ON *Sept 2015 – Dec 2015*
 • Developed a kernel driver to send diagnostics from the Android kernel space to the event logging server using C
 • Rewrote device diagnostics kernel API to accept and process logging commands with parameters
 • Created an automated testing framework for BlackBerry diagnostics using Java and UI Automator, which has been adopted by other developers to reduce test creation time by up to 90%
 • Analyzed Java codebase using Klocwork to identify and fix critical bugs ahead of BlackBerry PRIV launch

Java Developer - TD Securities, Toronto ON *Dec 2014 – May 2015*
 • Developed a Java application to automate contract booking and repaying, ultimately cutting processing time on the trading desk by 93%
 • Redesigned the login design and workflow using Java Swing API to improve the end user experience
 • Implemented a cryptographically secure password reset system
 • Automated processing of security availability feeds using SQL and SSIS

Supply Chain Analyst - Weston Foods, Toronto ON *Oct 2013 – Jan 2014*
 • Developed the company's automated National Obsolescence Report to detail current and forecasted financial impact of expired goods, saving seven hours of manual work biweekly

QA Analyst - NexJ Systems, Toronto ON *Jan 2013 – Apr 2013*
 • Extensively tested CRM software on web and mobile, logging over 40 undiscovered bugs

PROJECTS

Bit for Android (2016) • 🔗 play.google.com/store/apps/details?id=com.jonathandeiven.bit
• Published a puzzle game that teaches children binary numbers and bitwise operators on Google Play Store

CHIP-8 Emulator (2015) • 🔗 github.com/jonathandeiven/CHIP8-Emulator
• Implemented a CHIP-8 CPU interpreter using C++ and the SDL library for graphics, capable of running 8-bit ROM files like Space Invaders

Cautio (2015) • 🔗 jonathandeiven.com/blog/cautio
• Developed an "Internet of Things" embedded system for police gun accountability using an accelerometer, gyroscope, luminosity sensor, cloud storage and Raspberry Pi

TypeTest (2015) • 🔗 jonathandeiven.com/typetest
• Developed a web application that computes user's typing speed using JavaScript

Flood Tile Game (2014) • 🔗 github.com/jonathandeiven/Flood
• Created a tile matching game using C++ and XWindow graphics