JONATHAN DEIVEN

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jonathandeiven.com
github.com/jonathandeiven

SKILLS

Proficient Languages: C++, Java
Familiar Languages: C, Objective-C, Python, SQL, Shell Scripting
Web Development: HTML5, CSS3, JavaScript, jQuery, AngularJS
Data Analysis: Microsoft Excel, MATLAB
Platforms and Tools: Linux, Android, Eclipse, Git, SVN

WORK EXPERIENCE

Software Engineer Intern - Google, Nest Labs, Palo Alto CA *Apr 2016 – Sept 2016*
- Migrated the front-end of a macOS app to web using Tornado web sockets and Angular 2, redesigning core UI elements with Google's design language in the process
- Developed an automated factory system to calibrate transceiver path loss of Wi-Fi, Bluetooth and ZigBee technologies using Objective-C

Systems Software Developer Intern - 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
- 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%

Java Developer Intern - 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 login design and workflow using Java Swing API to improve the end user experience

Supply Chain Analyst Intern - George Weston Limited, 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 Intern - NexJ Systems, Toronto ON *Jan 2013 – Apr 2013*
- Extensively tested CRM software on web and mobile, logging over 40 undiscovered bugs

EDUCATION

University of Waterloo, Waterloo ON *Sept 2012 – Apr 2017*
- Candidate for BASc degree in Systems Design Engineering, Honours

PROJECTS

Muto (2016) • jonathandeiven.com/blog/muto
- Created a USB HID-compliant modular game controller where the physical control layout is selected by the user to control computer games developed for Windows and Mac

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 a Raspberry Pi, accelerometer and gyroscope