

# NEHAL KANETKAR

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## Languages

Swift  
Objective-C  
Objective-C++  
Python  
JavaScript

## Experience

(2 Years)  
(2 Years)  
(1 Month)  
(6 Months)  
(3 Months)

## Tools

Photoshop  
Xcode  
Git  
TestFlight

(5 Years)  
(2 Years)  
(2 Years)  
(1 Year)

## Libraries

UIKit (iOS)  
CoreLocation (iOS)  
CoreData (iOS)  
Apple Maps (iOS)  
JSON  
RESTful API's

(2 Years)  
(1.5 Years)  
(5 Months)  
(6 Months)  
(6 Months)  
(1.5 Years)

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I am currently in 3B at the University of Waterloo studying Systems Design Engineering. I'm a pilot, developer, aspiring systems design engineer and a life long learner. As an iOS developer, I have worked on 2 apps that are on the App Store and am working on another that should be on the App Store in a few months. Some of my hobbies include flying & taking photographs. Whatever I am doing, I always like taking on new challenges and discovering new things!

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## EXPERIENCE

### LEAD IOS DEVELOPER

NANOLEAF • SEPT 2016 – DEC 2016

- Implemented an in app troubleshooting flow reducing the number of support calls by 20%.
- Architected the data flow allowing Nanoleaf to share HomeKit (iOS) scenes with users.
- Established the use of feature documents to establish clear communication of needs between business, design and engineering teams.
- Developed using Autolayout, Objective-C and Swift

### IOS & RAPID PROTOTYPE DEVELOPER

CANON INNOVATION LABS • JAN 2016 – APR 2016

- Led all developers following a Git flow structure for branching and releases to ensure bugs were isolated.
- Built prototypes to help improve the post capture experience with different types of media.
- Prototyped with a variety of technologies including Open CV (Objective-C++), D3.js and Python.
- Worked in 2 week sprints to make prototypes within the photography space.

### R&D SOFTWARE DEVELOPER

THE WEATHER NETWORK • MAY 2015 – SEPT 2015

- Developed a working vector radar implementation on web and mobile platforms using GeoJSON, Objective-C and Swift.
- Explored the implementation of a WatchKit app and provided production engineers with a summary of key findings.
- Implemented custom shaders in WebGL to create raster image masks that depict different forms of precipitation.
- Prototyped the use of raster image masks to show different types of precipitation on iOS using CoreGraphics.

## PROJECTS

### TOUCHDOWN

- Developed an application to log airtime and flight times using CoreLocation in iOS.
- Created and tested the algorithm to log airtime accurately.
- Written entirely in Swift.

### STAR TRACKING MOUNT

- Designed and implemented a tracking mount to reduce star trails when taking long exposures of the night sky.
- Used an Arduino and stepper motor to rotate mount at the same angular velocity as the earth.

### FLIGHT VISUALIZATION

- Extracted flight position data using Python to create a visualization of Porter Airlines flights during one day.
- Created a layer on top of Google Maps to display the flights.

### PILOT

- Canadian private pilot with a night rating and 135 hours of flying time.
- Currently working towards an IFR Rating.

## EDUCATION

### BASC: SYSTEMS DESIGN ENGINEERING

UNIVERSITY OF WATERLOO

Relevant Courses: Software Design, Data Structures and Algorithms, User Centred Design Methods, Human Factors, Digital Circuits, Analog Circuits

SEP 2013 – APR 2018