

# NEHAL KANETKAR

---

## Languages

Swift	(2 Years)
Objective-C	(2 Years)
Objective-C++	(1 Month)
Python	(6 Months)
JavaScript	(3 Months)

## Tools

Photoshop	(5 Years)
Xcode	(2 Years)
Git	(2 Years)
TestFlight	(1 Year)

## Libraries

UIKit (iOS)	(2 Years)
CoreLocation (iOS)	(1.5 Years)
CoreData (iOS)	(5 Months)
Apple Maps (iOS)	(6 Months)
JSON	(6 Months)
RESTful API's	(1.5 Years)

---

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!

 519 760 3785

 nkanetka@uwaterloo.ca

 nkanetka.github.io

 github.com/nkanetka

## EXPERIENCE

### LEAD IOS DEVELOPER

NANOLEAF

- 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.
- Implemented the frontend using Auto Layout & Objective-C.

SEP 2016 - DEC 2016

### IOS & RAPID PROTOTYPE DEVELOPER

CANON INNOVATION LABS

- Led all developers following a Git flow structure for branching and releases to ensure bugs were isolated.
- 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.

JAN 2016 - APR 2016

### R&D SOFTWARE DEVELOPER

THE WEATHER NETWORK

- Developed a working a vector radar implementation on web and mobile platforms using GeoJSON, Objective-C and Swift.
- Investigated the implementation of a WatchKit app and updated production iOS engineers on implementation.

MAY 2015 - SEP 2015

## 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.

APP DEVELOPMENT

### STAR TRACKING MOUNT

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

HARDWARE DESIGN

### 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

DATA VISUALIZATION

### PILOT

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

PRIVATE PILOT

## 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