Ronald Gayowsky

rongayowsky.github.io | LinkedIn | rcgayows@uwaterloo.ca

EDUCATION

UNIVERSITY OF WATERLOO

3B MECHATRONICS ENGINEERING
Candidate for BASc
Expected April 2021

SKILLS

LANGUAGES
- C++ • C • Python
- Bash/Shell • JavaScript
- HTML • CSS

PLATFORMS
- Linux • Arduino
- Android • RasPi

INTERESTS

PROFESSIONAL
- Unix Applications
- IoT Development
- Embedded Dev.
- Data Engineering

PERSONAL
- Rock climbing
- Music
- Hockey
- Carpentry

EXPERIENCE

BLACKBERRY - ADVANCED TECHNOLOGY DEVELOPMENT LABS

SOFTWARE DEVELOPER   FALL 2019
- Wrote Unix programs to mimic the behaviour of malware to test product software
- Researched and prototyped containerization with Docker to streamline workflow for multiple platform development
- Implemented an SQLite based cache in C++ for use in Android and iOS applications
- Improved coop on-boarding experience by writing a Hitchhiker's Guide to Unix Development, consulting team engineers and using personal experience

BLACKBERRY - FIRMWARE DEVELOPMENT TEAM

AUTOMATED TEST DEVELOPER   WINTER 2019
- Established a device performance tracking system by creating a test suite and database in Python and SQL
- Redesigned an SQL database to facilitate internal device possession history
- Built a Python script to upload automated test results to TestRail
- Wrote automated test scripts in Python for device firmware and bootchain security

CRYSTAL CLAIRE COSMETICS

AUTOMATION ENGINEERING   SPRING 2018
- Integrated UR5 collaborative robotic arms and sensors into existing manufacturing lines
- Created multi-threaded programs in UR Script to coordinate function of external sensors, PLCs, and robotic arms
- Researched, purchased, and installed sensors and pneumatic components

RTG SYSTEMS INC.

ENGINEERING DESIGN ASSISTANT   FALL 2017
- Created AutoLISP scripts to provide technicians custom drafting tools in AutoCAD
- Integrated a project tracking system into company MS Access database with VBA
- Designed a contract generation script based on the database record of scope of work

PROJECTS

SPACE INVADERS ON EMBEDDED SYSTEM   Fall 2018
Develop for the ARM Cortex M3 Keil LPC1768 Microcontroller
- Designed multiple threads to jointly handle game elements such as physics, logic, animation, and I/O
- Handled four I/O devices for player input and media output (potentiometer, push button, LCD display, LEDs)
- Written in C using μVision4

"PASS THE BUTTER" ROBOT   Fall 2016
Create a robot that can search and retrieve butter on a kitchen table
- Implemented a searching algorithm to efficiently and accurately categorize items and reject non-butter instances
- Designed mechanical systems such as robot drivetrain, grabbing mechanism, and chassis

SKITTLE SORTER   Spring 2016
Develop a robot to sort skittles based on colour
- Programmed an Arduino in C++ to receive and filter input data from an RGB colour sensor
- Designed power delivery and logic circuits for microcontroller interfacing with stepper motors
- Drafted and 3D printed skittle flow control components in Solidworks