



Mikkel Kirkgaard Nielsen

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○ Profile

Software developer and architect with a hardware background, possessing relaxed attitude, analytical and communicative skills. Always striving for technical perfection but has a well developed commercial sense.

Broad experience within the field of embedded software on numerous hardware platforms, operating systems and programming languages. Core competency lies in the intersection between hardware and software.

Also experienced with development, operation and administration of back-end web-based server applications, solutions and deployments.

Pitches generic, configurable and modular architectures in the pursuit of attaining flexible and reusable system components. Dedicated and fierce solution hunter when faced with a problem that needs to be solved.

Advocating standardisation and cooperation on a technical level wherever possible. Firm believer in open and collaborative development as practiced in the FOSS (Free & Open Source Software) communities.

Family status

Single

Two daughters born 2001+2005

Born

1977-01-17

○ Education

B.Sc. E.E., Bachelor of Science in Electronic and Electrical Engineering Digital Signal Processing (DSP)

Aalborg Universitet Esbjerg (Esbjerg, Denmark)

1997 - 2001, 1st - 7th semester

High school (STX, studentereksamen)

Esbjerg Gymnasium (Esbjerg, Denmark), Aarhus Akademi (Aarhus, Denmark)

1996 - 1997, 3g, Aarhus

1993 - 1996, 1g - 3g, Esbjerg

Primary school

Blåbjerggårdskolen (Esbjerg, Denmark), Nuussuup Atuarfia (Nuuk, Greenland)

1983 - 1989, 0th-5th grade, Denmark

1989 - 1992, 5th-8th grade, Greenland

1992 - 1993, 9th grade, Denmark

○ Skills

Embedded software development

Serial based communication (RS232/RS485/TTL/SPI/I2C/CAN/USB/Modbus RTU)

Device drivers (proprietary operating systems/Linux kernel)

MCU interrupt routines

Concurrent and real-time programming

Generic middleware layers

GUI programming (Ultimate++, Ogre, CEGUI, wxWidget)

Hardware platform experience

m68k based; MC68331 with Xilinx FPGA sidekick

x86 based; daughter boards built on various form factors; SoM STX (Atom+Nvidia GPU on PCI), COM-Express (Atom) and PC/104 (AMD Geode LX800) form factor

ARM based; EFM32HG/Cortex-M0+, EFR32BG/Cortex-M4, STM32F103/Cortex-M3

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(Blue/Black Pill), AM3358/Cortex-A8 (BeagleBone Black), i.MX6DL/Cortex-A9
AVR based; ATmega328P (Arduino Uno)
Other; ESP8266/Xtensa L106, ESP32/Xtensa LX6

Software platform experience

Micrium OS real-time kernel (aka. uC/OS)
VRTXmc real-time kernel
Linux kernel (customisation, patching & building, driver maintenance)
Das U-Boot bootloader
GNU user space tools
Debian/Ubuntu based GNU/Linux distributions
Yocto embedded GNU/Linux meta-distribution
POSIX API (ISO/IEC 9945, IEEE Std 1003.1)
Ultimate++ (C++ GUI framework)

Back-end platform experience (cloud)

Ubuntu Server
Apache HTTP server
REDIS cache
Mosquitto MQTT broker
Firebird RDBMS
VMware based virtual hosting environment
Microsoft Azure Cloud environment

Hardware devices experience

Telit GE864/GC864/xE910 (GSM/UMTS/LTE modems, UART/serial interface)
u-blox M8 (GNSS/GPS receiver, UART/serial interface)
Microchip maXTouch (touch screen controller, I2C interface)
SiLabs Si115x (proximity/ambient sensor, I2C interface)

Hardware interface experience

UART/serial - TTL/RS-323
I2C - m68k, EFR32
SPI - m68k, EFR32
CAN - Philips/NXP SJA1000 (Linux)

Communication protocols experience

MQTT - loose coupled lightweight messaging (OASIS, ISO/IEC 20922), TCP/IP
NMEA - GNSS/GPS geo data (NMEA 0183), serial
OPC UA - industrial control (IEC 62541), TCP/IP
MODBUS - RTU (serial) and TCP/IP

Programming languages

ISO/ANSI C (Microtec m68k, GCC x86, GCC Atmel AVR, GCC Arm, IAR Arm)
ISO C++ (Microtec m68k, GCC x86)
POSIX Shell scripting (GNU Bash)
PHP (server side scripting)
Javascript (Node.js console application)
Python (Telit Easy Script in embedded modem, various test and glue scripts)
Java (JRE desktop / JavaCard smartcard application)
Interest in various other high level languages (LISP, Go, REBOL, Clojure, Rust, GNU Guile, Erlang/Elixir etc.).

Preferred tools

POSIX shell (command line)
Emacs
Git (Bitbucket, Gitlab, Github, sourcehut.org, SSH based access)

CI/CD experience

ThrowTheSwitch Unity C unit test framework (ceedling/CMock/CException)
Jenkins
GitLab pipelines

Other experiences, tools and platforms

Subversion
MKS RCS
Redmine project management
Trac issue management
Jira issue management
ThingWorx IoT platform
Eclipse IDE
Telit AppZone IDE (Eclipse IDE based)
CODESYS PLC environment (IEC 61131)
Electronics schematic reading capabilities

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Curious, but lacking experience, about various HDL languages (VHDL, Verilog, Chisel etc.).

Human languages

Danish, native textually and orally

English, near native textually and experienced orally

German, somewhat intelligible orally, not recommended textually

Generally very meticulous about written communication

○ Experience

2021-05-01 -> now (full time)

2007-03-01 -> 2021-04-30 ("on-the-side")

Mikini Services, Tjæreborg, Denmark

C*O, embedded and open source consultancy/freelancer

- **2021-09 -> 2022-12:** *firmware development for tablet form-factor RF remote control, high-volume consumer product for a global brand*

Hardware platform utilising a Silicon Labs EFR32 SoC with main peripherals being E-Ink/EPD display (Pervasive Displays), touch (Microchip maXTouch) & proximity/ambient sensor (SiLabs 1153).

Software platform building upon SiLabs' Micrium RTOS and Gecko-SDK interfacing to in-house proprietary RF protocol. Participated in specification and implementation of a custom GUI framework based on customer's UI/UX requirements.

Using IAR Embedded Workbench (C), Jira, Bitbucket & Jenkins as tooling.

Extensive test harness using ThrowTheSwitch's Unity for unit testing, and in-house tooling for black-box test and verification.

- **2021-02 -> 2021-11:** *firmware maintenance for remote environment monitor, low-volume niche industry product*

Hardware platform based on Telit modems with specialised environment sensors and actuators.

Software in Python and C running directly on the Telit modem. Using Telit AppZone IDE and Python as tooling.

- **2021-05 -> 2021-06:** *firmware development for middleware of educational product with an array of actuators and sensors, high-volume consumer product for a global brand*

Hardware platform utilising an STM32 SoC.

Bare metal software platform on top of Arm CMSIS.

Worked on device drivers for proprietary protocols and I2C IMU device using VSCode, GCC, Gitlab CI/CD as tooling.

2013-12-01 -> 2021-04-30

Vestergaard Company A/S, Bramming, Denmark

Software developer, Data Transmission Systems department

- Development of software component acting as gateway between OPC UA (industrial standard for process control) and ThingWorx (proprietary IoT platform).
- Definition and building of Yocto platform on i.MX6DL/Cortex-A9 for hosting OPC UA gateway.
- Daily operations of hosted PHP applications (web and M2M APIs) deployed in external datacenter (Linux server setup, management and administration in dedicated VMware vCloud environment and Microsoft Azure Cloud).
- Maintenance and development of embedded firmware for airport Ground Support Equipment (GSE) vehicles for aircraft deicing, water removal and refilling. Primarily in languages Delphi and C++.
- Development of software client using Node.js and MQTT for receiving, enhancing and relaying ADS-B transponder information from embedded devices deployed at airports to backend server for utilisation of flight data in deicing workflow.
- Setup of Ångström & Debian GNU/Linux on AM3358/Cortex-A8 (BeagleBone Black) for hosting ADS-B flight data relay. Included U-Boot bootloader patching and hardware reset flaw analysis & debugging.
- Upgrade of embedded Linux system from using standard distribution to using a reconfigurable build process utilising the Yocto meta distribution on STX/AMD Geode LX800.
- General Linux and systems "go-to guy" for the department.

2001-02-01 -> 2013-11-31

CompuGame-DAE A/S (until 2012 Compu-Game A/S), Esbjerg, Denmark

Software developer (senior), R&D department

- Maintenance of firmware for existing AWP (amusement with payout) slot machine gaming platform at

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system level (ie. not specifically game design). m68k based hardware with a large Xilinx FPGA sharing memory via DMA, VRTXmc microkernel, software mostly C intermixed with a few components in C++.

- Development and maintenance of firmware for an AWP interconnection box, which reports revenue and earnings directly to the Danish tax authorities. m68k based hardware, VRTXmc microkernel, software mostly C intermixed with a few components in C++.
- Member of industry wide standard group coordinating the development and operation of the above mentioned system for tax reporting.
- Key developer (HW specification, SW architecture design and SW implementation) of AWP gaming platform. x86 based hardware, Linux kernel, lower middleware layers in C, higher level application layers in C++.
Real time requirements for step motor control served by a dedicated Renesas H8 MCU interfacing via CAN bus to the x86 system through NXP SJA1000 CAN controller. Hardware and hardware specific kernel driver provided by subcontractor.
- Release management and tool-chain responsible for the entire department.

○ Volunteer Experience

Member of board in local Esbjerg Danish Society of Engineers (IDA) association.
Co-founder of local makerspace GeekLabs.
Previously active in educational organisation Coding Pirates, Esbjerg.
Active in various open data and open source projects, including:

- Wikipedia, open encyclopedia
- OpenStreetMap, open geographical data
- TED Open Translation project, subtitling of the great TED talks

○ Personal Facts

Man of nature, working to achieve a minimalistic and resource-conscious lifestyle.
Avoids alcohol, bottled water, heavily processed food and programmed television.
Avid runner since 2008 (from 2012 mostly barefooted), completed 3 marathons.
Enjoys driving a Honda NC700XA motorcycle.