

## SYNOPSIS

EMBEDDED SYSTEMS HARDWARE ENGINEER, with a software background, who has successfully shipped high-volume app-enabled wearable electronics products at an early stage startup.

## EXPERIENCE

**Pebble Technology**, Palo Alto, California  
*CTO and Hardware Engineer, 2011 – 2016*

- Led the development of Pebble's hardware and software roadmaps, based on a synthesis of customer and partner needs, company vision, and available technology.
- Responsible for architecture, component selection, and schematic-level design for multiple generations of Pebble's hardware platform. Optimized power, size, and unit cost.
- Developed and maintained relationships with key suppliers; evaluated new components and technologies with emphasis on displays, microcontrollers, radios, and MEMS sensors.
- Collaborated with industrial designers and mechanical engineers to develop electronics subassembly packaging strategies and reduce product size.
- Worked with contract manufacturers and manufacturing engineers to oversee preproduction builds, develop test plans, and address manufacturing issues.
- Participated in software architecture design; directly responsible for firmware, Android app development, and user interface design in the early stages of the company.

**Atomic Object**, Grand Rapids, Michigan  
*Software Developer, 2009 – 2010*

- Developed embedded software under contract to a major automotive supplier.
- Acted as the primary software engineer for a long-term project that involved multiple firmware variants supporting several hardware platforms and vehicle network types.
- Improved software quality through expanded use of unit testing, automated builds and hardware-in-loop integration testing, while simultaneously increasing compliance with automotive industry standards for code quality and development procedures.

**Bose Corporation**, Stow, Massachusetts  
*Verification Testing Co-op, Automotive Systems Division, 2008*

- Set up automated test frameworks and tested firmware in automotive audio amplifiers.

**Atomic Object**  
*Software Apprentice, 2004 – 2007*

- Worked in small teams on development of custom software for diverse applications including point-of-sale kiosks, Web applications and games, health insurance claims processing, and enterprise IT system monitoring.

## EDUCATION

**Case Western Reserve University**, Cleveland, Ohio  
*B.S.E. in Computer Engineering, May 2009*

## TECHNOLOGY

- Programming languages: C, Ruby, Java, Python, ARM assembly, etc.
- Embedded systems design and debugging tools; schematic capture (Altium, etc.)

## COMMUNITY

- Provided electronics design, firmware development, and general engineering support to **Tesla Orchestra**, a performance group that makes music using solid state Tesla coils.
- Collaborated with Dash 7 Design on the **Waterfall Swing**, a computer-controlled interactive ride and sculptural installation featured at Maker Faire and other festivals.