

SUMMARY

Experienced electrical hardware designer and software developer with a broad background in robotics, artificial intelligence, programming, education, high-performance computing, embedded systems, and computational physics. Outstanding communicator. Extensive experience in Linux, analog/digital circuit design, PCB layout, microcontroller interfacing, and programming in several languages and platforms. Passionate about robotics and autonomous systems. Licensed Professional Engineer in Illinois.

EDUCATION

Ph.D., Vanderbilt University, Physics, May 2011

Dissertation: *Electron field emission in nanostructures: A first-principles study*

M.S., Vanderbilt University, Physics, May 2008

Ph.D., Vanderbilt University, Electrical Engineering, December 2000

Dissertation: *A comparative analysis of model parameters in evolutionary robotics*

M.S., Vanderbilt University, Electrical Engineering, May 1998

Thesis: *Direction of attention using a model of human visual selection*

B.E., Vanderbilt University, Electrical Engineering, May 1996, *magna cum laude*

EXPERIENCE

Lead Embedded Systems Engineer, AutonomouStuff, LLC, Morton, IL,

March 2018 – Present

In addition to the duties of the Senior Embedded Systems Engineer position below, in this role I also lead a team of embedded systems engineers developing products for the autonomous vehicle industry. Provide overall technical leadership, project responsibility, and coordination with other teams.

Senior Embedded Systems Engineer, AutonomouStuff, LLC, Morton, IL

March 2017 – March 2018

Designed, prototyped, and managed production of various embedded systems for autonomous vehicles. Low-level interfacing with automotive electronics, including analog signals and various vehicle communications protocols (e.g., CAN, LIN, etc.). Reverse engineering. Software development using C++ and ROS. PCB design, in-house prototyping, and managing outsourced production. Firmware development, analog/digital circuit design, and wiring harness design. Troubleshooting and customer support.

Software Application Engineer, AutonomouStuff, LLC, Morton, IL

August 2016 – March 2017

Used C++ and ROS to develop drivers for various sensors and actuators used in autonomous systems. This role transitioned into embedded hardware development, and I led the development of a major new company initiative. Established company's formal EE R&D capabilities by designing lab and helping to hire other EE personnel.

Manager of Electrical Engineering and Software Development, INTEGRIS Engineering, East Peoria, IL

May 2015 – August 2016

Lead product engineering company's electrical engineering and software development activities. Designed embedded systems, analog/digital circuits, PCBs, and software/firmware (C/C++/Python/Perl on Linux) for a variety of projects for industrial, academic, and government clients. Developed training materials. Projects include a medical simulation device, automotive sensor integration, and improvement of an electromagnetic clutch. Experience with EMI issues and UL certification process. Worked closely with other departments on interdisciplinary projects.

Assistant Professor, Bradley University, Department of Electrical and Computer Engineering, Peoria, IL

August 2013 – May 2015

Taught 3 courses per semester. Developed robotics laboratory course. Research in robotics, high-performance computing, and nanoscale simulations. Supervised multiple-semester senior project teams in robotics projects including an autonomous quadcopter with human tracking and gesture recognition, multi-limbed walking robots, and autonomous underwater robotics. Application development for Linux using C++ and Python, interfacing with libraries such as OpenCV. Most projects involved custom electronics development using embedded processing and integration with sensors and actuators. Won 2014 college award for faculty research excellence.

Assistant Professor, Bradley University, Division of Engineering Physics, Peoria, IL

August 2011 – August 2013

Taught 2-3 courses per semester. Created course on high-performance computing. Created simulations of MEMS and nanoscale systems using time-dependent density functional theory and reactive molecular dynamics. Code developed using C++, CUDA, and Perl. Designed, built, and administered large Linux computing cluster for research and education.

Research Assistant, Vanderbilt University, Department of Physics and Astronomy, Nashville, TN

December 2006 – August 2011

Conducted research in computational condensed matter physics. Work included software development for time-dependent density functional theory calculations. Designed, assembled, and administered a high-performance computing cluster. Extensive software development using high-performance numerical methods. Development in C, C++, Fortran, and Perl in a Linux environment. Co-organizer and instructor for a summer school on computational nanoscience.

Assistant Professor, Middle Tennessee State University, Department of Computer Science, Murfreesboro, TN

August 2002 – August 2005

Taught 2-3 courses per semester, including computer architecture and artificial intelligence. Created courses in artificial life and evolutionary algorithms. Research activities included genetic algorithms, mobile robotics, and bioinformatics. Robotics projects included teams of small mobile robots self-programmed using genetic algorithms. Code development in C, C++, Perl, and Python for Windows and Linux environments.

Software Developer, Genetics Squared, Inc., Milan, MI

June 2001 – August 2002

Developed bioinformatics software for analysis of functional genomics data. Used neural networks, statistical methods, evolutionary algorithms, and other machine learning techniques to analyze high-dimensionality data sets. Used C++, Perl, and PVM. Used computer cluster for high-performance computing.

Software Developer, Widvine Technologies, Inc., Advanced Technology Group, Seattle, WA

September 2000 – May 2001

Developed software using C++ and Perl to gather and analyze Internet routing data. Evaluated software packages for network monitoring. Created neural network and location-based approaches for optimal delivery of Internet content.

TECHNICAL SKILLS

- Strong electrical hardware design background including robotics, embedded microcontrollers, analog/digital circuit design, power systems, sensor/actuator interfacing, etc. Multilayer PCB design using EAGLE. FPGA design with VHDL. Experience with low-level protocols (I2C, SPI, SSI, etc.) and others (CAN, LIN, etc.).
- Extensive software development skills using a variety of languages and frameworks, including ROS, C/C++, Perl, and Python. Development on Linux and Windows. Experienced with collaborative tools such as git, SVN, Jira, Confluence, etc. Some experience with OpenCV, MATLAB, Mathematica, TensorFlow, and Keras.
- Strong background in artificial intelligence, robotics, neural networks, genetic algorithms, numerical methods, image processing, and machine vision. Control algorithm development for position, speed and torque controlled systems.
- Strong background in high-performance computing including GPU processing. Parallel software development. Linux computer cluster design and administration. Parallel software development in C/C++, Python, and CUDA.
- Developed hardware, software, and firmware for self-driving cars, large semi trucks, and off-road vehicles