

KUY MAINWARING

(pronounced: kye man · ner · ing)

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San Francisco, California

OBJECTIVE Seeking a position that challenges my engineering creativity and ingenuity to solve exciting problems - applying my software, hardware and leadership skills to enrich your products and development team.

SELECT EXPERIENCE

Founder of Outbreak, Inc. (Y Combinator W2013) S.F., CA 2011 - Present

*Product design and development consulting (2013-) for wireless wearables and smart-home automation. (* indicates an in-development, unannounced or unreleased product.)*

- Managed engineering and developed firmware for an ultra-low-energy **Bluetooth wearable***; developed iOS app with production Bluetooth driver stack and UI for development/testing. Implemented over-the-air firmware update, telemetry, compression and syncing.
- Designed schematics, architecture and implemented firmware for a **smart home fire safety product***. Developed Bluetooth Low Energy (BLE), WiFi and safety-of-life feature implementations. Passed UL fire-safety detector certification.
- Created firmware for **August Smart Lock** including motion control and a groundbreaking self-update feature which updates incrementally as the user walks past the door.
- Designed and developed firmware stack for **Lockitron**, the original smart lock (connected deadbolt gadget.) Implemented driver and firmware for Bluetooth and WiFi coprocessors.
- Invented Galago, a **rapid-prototyping ARM development board** with hardware debugging. Featured on **Kickstarter** in 2012, now open-source.

Software Engineer at Adobe Systems S.F., CA 2007 - 2011

- Designed and developed the **Adobe Flash Player installer**, downloaded more than 50 million times per day. In Flash Player, implemented local file I/O, security policy, self-update and text-editing features for Linux, Windows and Mac.
- Served as team lead and Scrum-master for a team of four. Recruited and trained high-quality engineers.

Game Developer at Sensory Sweep Studios S.L.C., UT 2005 - 2006

- Shipped *Need for Speed* (Nintendo DS), *Street Fighter II* (Xbox360) franchise titles, six others.
- Created UI and graphics toolkit, wireless network stack used by 5+ Nintendo DS titles.
- Developed core, graphics and shaders, UI, input and interactivity for an Xbox360 title.

SKILLS

- Engineering management, project management across various engineering disciplines.
- User interface/experience, design psychology across platforms and interaction paradigms.
- Expertise in C, C++, Javascript, Node.js; others, **lightning-fast learner**. Skilled with Git, Perforce, subversion; SQL, Redis; EDA (Eagle), precision soldering.

EDUCATION Mechanical Engineering B.Sc., University of Utah 2007

REFERENCES, Testimonials and additional details available upon request.