

Sargis Yonan

Computer, Software, and Robotics Engineer

CONTACT

Email: sargis@yonan.org
Website: sargis.yonan.org
LinkedIn: linkedin.com/in/sargisyongan
GitHub: github.com/SargisYonan

WORK EXPERIENCE

Apple Inc.

Camera Systems Engineer

March 2019 - Present

- Develop and maintain XNU kernel drivers and userspace software, including frameworks and testing tools for Apple's camera technologies.
- Design camera frameworks and client-facing APIs so apps and system services can reliably access imaging features across Apple platforms.
- Collaborate with image signal processing teams to architect interprocess communications and commanding interfaces, optimize system performance, and ensure feature compatibility.
- Lead hardware bring-up efforts, working extensively with ARM SoCs on device trees, bootloaders, the OS kernel, and userspace on Apple's platforms.
- Have contributed and shipped dozens of major features and low-level camera system software stacks across all Apple devices with cameras.
- Work closely with the factory team to ensure successful production ramping across hardware build phases and lifecycles.
- Built and optimized system-level high-performance, low-latency data delivery across the camera software and hardware stack.

SpaceX

Associate Flight Software Engineer, Starlink

June 2018 - September 2018

- Developed firmware for early-stage Starlink satellites, working on ARM-based systems with an RTOS.
- Designed fault-tolerant, system-critical code for sensor and memory drivers, contributing to reliable operation in flight.
- Implemented a time synchronization algorithm for the flight computer system, enhancing communication accuracy across satellite subsystems.

University of California, Santa Cruz

Teaching Assistant

January 2018 - December 2018

Microprocessor Systems Design (Fall 2018): Led labs on embedded systems, C programming, hardware debugging, and Linux-based software design.

Engineering Capstone Design (Winter - Spring 2018): Advised 20 senior project teams, assisting in system design, architecture, debugging, and project execution across diverse domains, including robotics and mesh networking.

