Andrew C. Huie

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Software engineer with eight years of experience developing complex systems and applications. Strong problem solver accustomed to working in Linux environments on containerized programs. Interested in developing reliable, maintainable, and intuitive software.

EXPERIENCE

Mujin, Inc. — Autonomous industrial robotics solutions — Jun 2021–Present
Software Engineer II — *Koto, Tokyo, JP*

- Developed testing simulator for continuous integration (CI) pipeline
  - Simulated QML UI interactions to confirm required workflows
  - Emulated customer warehouse control systems (WCS/PLC) with I/O in Python to ensure project-critical integrations and features
  - Designed and implemented routines for custom gripper interactions and behaviors in project specs
  - Wrote and maintained per-project test suites of feature tests, corner cases, and injected fault scenarios to provide guarantees for project deliverables
- Built and maintained developer tooling to enable building and supporting many account projects simultaneously
  - Developed system monitoring bot written in Go to keep track of live deployments
  - Worked on system diagnostics and inspection webapp using ReactJS and Python, enabling quick and detailed debugging
  - Orchestrated containerized web services with Kubernetes
  - Managed JHBuild configurations for reproducible, versioned system builds and development environments
- Set up and calibrated physical 6-axis robot test cells and successful expo demos

Ascent Robotics, Inc. — Autonomous robotics technology development — Sep 2017–May 2021
Senior Software Engineer — *Shibuya, Tokyo, JP*

- Developed autonomous vehicle simulation suite for training/evaluating decision-making algorithms
  - Lanelet2/OpenDrive map generator for in-house road network format, designed to facilitate searching for difficult scenarios in Rust
  - Emulation of perception stack output for agent training in sim environment in Python
  - Lightweight collision sim for MCTS playout/rollout step in Rust
  - High fidelity driving sim using Unreal Engine 4 with output similar to car platform
- Conducted screening interviews for hiring candidates
- Created data generation pipeline for object recognition in publication:
  Object Detection using Domain Randomization and Generative Adversarial Refinement of Synthetic Images *ArXiv* **2018**
  Fernando Camaro Nogues, **Andrew Huie**, Sakyasingha Dasgupta

Dr. Robert Cartwright, Rice University — Object-oriented program development — May–Sep 2016
Research Assistant — *Houston, TX, USA*

- Created a new release of DrJava, a pedagogic integrated development environment (IDE)
- Adapted the JaCoCo Java code coverage library for integrated use in DrJava
- Debugged JUnit integration, Find/Replace, other UI features
- Updated documentation with DocBook

Dr. Dan Wallach, Rice University — Java TCP/IP penetration testing — May–Aug 2015
Research Assistant — *Houston, TX, USA*

- Inspected the security of TCP connections in Java 8, regarding the HotSpot JVM heap
- Ran thousands of automated trials in VMWare to stress test garbage collector
- Analyzed the JVM heap with VisualVM
- Discovered and patched security flaws

LumaDyne Aerospace & Scientific, LLC — Purpose-built scientific instruments — Feb–Aug 2014
Electrical Engineering Intern — *Houston, TX, USA*

- Designed and fabricated application-specific printed circuit boards
- Experience with hardware and software design tools: Multisim, Ultiboard, and LabVIEW
  - 3-phase brushless motor driver (PWM generator)

- piezoelectric crystal controller (PID control system on FPGA with modbus serioal I/O)
- analog logic board

· Extensive soldering experience with through-hole- and surface- mount devices

Salient Partners, L.P. — Financial assets management firm — May–Aug 2013
IT Intern — *Houston, TX, USA*

· Diagnosed and resolved a range of software, hardware, and network issues
· Deployed and repaired Dell workstations

TECHNICAL PROFICIENCY

Computer Languages Python, Rust, Bash, Go, C++, Java, JavaScript
Development Tools Pytest, GNU/Linux (Arch Linux & Debian), Git, Docker, Nix & Nixpkgs

EDUCATION

Rice University — *Houston, TX, USA*
Bachelor of Arts in Computer Science, 2016

Relevant Coursework:

Automata, Formal Languages, and Computability	*Spring 2016*
Principles of Programming Languages	*Spring 2016*
Computer Graphics (Game Design)	*Spring 2016*
Tools and Models in Data Science	*Fall 2015*
Operating Systems and Concurrent Programming	*Spring 2015*
Computer Security	*Spring 2015*
Computer Networks	*Fall 2014*
Object Oriented Programming	*Fall 2014*

PROJECTS

scrambler — github.com:achuie/scrambler

Scramble generator for the Rubik's Cube. Random move generator as a baseline, with a more sophisticated IDA* solver in the works. Packaged with Nix `$ nix run github:achuie/scrambler -- rand`

Cutthroat — github.com:achuie/cutthroat

Networked multiplayer, top-down, ASCII-art shooter video game written in Java in which players mine for ammo and weapon upgrades, and win by reaching a number of kills.