# 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. Focused on developing reliable, maintainable, and intuitive software.

### **EXPERIENCE**

Software Engineer

Jun 2021-Present

Mujin, Inc. — Autonomous industrial robotics solutions

Koto, Tokyo, JP

- · Spearheaded, designed, and implemented **Pytest** framework to validate override- & migration- operations on controller configurations, reducing downtime and debugging in on-site, production deployments
- · Lead testing efforts for customer projects, including cross-team coordination & scheduling, simulation of specialized hardware, and test development
- · Developed live controller monitoring bot in **Go**, reducing response time from ~1 day to ~10 minutes for thousands of deployments

  - $\succ$  Designed and implemented module to stream controller state info from  $\mathbf{GraphQL}$  over websockets
  - ≻ Automated deployment with GitLab and Kubernetes
- · Engineered controller system simulator, enabling company-wide test-driven development
  - ≻ Simulated QML UI interactions to automate validation for on-site operations
  - Emulated warehouse control systems (WCS/PLC) in Python for integration testing critical features
  - $\succ$  Designed and programmed threaded control routines for testing complex hardware interactions
  - ≻ Created and implemented per-project test suites of feature, corner-case, and **fault-injection** tests to provide guarantees for project deliverables
- · Devised and programmed Industrial Task Language (ITL) control software for peripheral robotic hardware
- · Developed system inspection web app using **ReactJS** & Python for **forensic debugging**
- $\cdot$  Evaluated and prototyped  $\mathbf{Nix}$  for better reproducibility of builds and development, runtime, and test environments compared to JHBuild
- · Set up and calibrated physical 6-axis robot test cells and successful expo demos

#### Senior Software Engineer

Sep 2017-May 2021

 $Ascent\ Robotics,\ Inc.\ -- \ {\bf Autonomous\ robotics\ technology\ development}$ 

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

Research Assistant May-Sep 2016

Dr. Robert Cartwright, Rice University — Object-oriented program development

Houston, TX, USA

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

Research Assistant

May-Aug 2015

Dr. Dan Wallach, Rice University — Java TCP/IP penetration testing

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

# **Electrical Engineering Intern**

LumaDyne Aerospace & Scientific, LLC — Purpose-built scientific instruments

- $\cdot$  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)
- · Extensive soldering experience with through-hole- and surface- mount devices

IT Intern May-Aug 2013

Salient Partners, L.P. — Financial assets management firm

Houston, TX, USA

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

## TECHNICAL PROFICIENCY

Computer Languages Python, Rust, Go, Bash, C++, Java, Nix, JavaScript

Development Tools Pytest, GNU/Linux (Arch & Debian), Git, GitLab, Docker, Kubernetes, Nixpkgs

#### **EDUCATION**

Rice University

Houston, TX, USA

## Bachelor of Arts in Computer Science, 2016

Relevant Coursework:

Automata, Formal Languages, and Computability

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

website github.com:achuie/website