

Adam Setapen

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Computer scientist and roboticist with 12+ years designing and delivering advanced robotic systems across consumer, industrial, and surgical domains. Known for building high-performing teams, architecting scalable systems, and shipping mission-critical software from prototype to production. Deeply technical and hands-on, with a relentless passion for automation, ROS2, and expressive machines. Shipped multiple consumer robots, one industrial robot, and one surgical robot.

Technical Skills

- **Software & Tools:** Python, C, C++, ROS2, Rust, git, systemd, GitHub Actions, Basic AWS and GCP, numpy, OpenCV, OpenGL, CUDA, cuDNN, Linux, docker
- **Systems & Infrastructure:** Behavioral architectures, real-time motor control, motion planning, WebRTC, state machines, behavior trees, CI/CD pipelines
- **Leadership & Process:** Team leadership, hiring, mentoring, product ownership, agile workflows, cross-functional coordination
- **Hardware Design, Prototyping and Fabrication:** Sensor integration, basic proficiency in SolidWorks, OnShape, basic PCB prototyping, CNC, laser cutting, FDM/SLA 3D printing, animatronics, iOS/Android integration, mold-making, sewing

Experience

Remedy Robotics

Head of Software / Staff Robotics Engineer

San Francisco, CA | Dec 2022 – Present

- Software lead for an endovascular surgical robot enabling remote neurointervention
- Control of robotic telescoping catheter with visual fiducials for orientation inference, used to treat aneurysm and stroke or for diagnostics through angiograms
- Built and led a team of 4 engineers developing robust, safety-critical software from ground-up.
- Owned core software systems: ROS2, shared org-wide python frameworks, motor control, catheter dynamics, UI, and real-time video streaming via WebRTC
- Prototyped reliable, maintainable hardware devices for real-time ML and inference
- Directed technical operations during the first-in-human robotic Digital Subtraction Angiography clinical trials
- Established software best practices, led code reviews and planning for a safety-critical product team

Canvas Construction

Senior Staff Robotics Engineer / Staff Robotics Engineer / Senior Robotics Engineer

San Francisco, CA | Aug 2019 – Dec 2022

- Technical lead for the Behavior, Algorithms & Manipulation team (5 engineers) on an autonomous drywall finishing robot
- Architected core system components: planning, computer vision, manipulation, SLAM, and HMI (robot lights/sounds)
- Converted 20K-line procedural control file into modular, testable state machine
- Managed production + development releases, CI/CD pipelines, and weekly integration testing
- Led junior engineers, ran trainings, and helped scale the team during growth phase

Primed Technologies

Senior Robotics Engineer

San Francisco, CA | Oct 2016 - May 2018

- Developed a robotic animatronic toy with speech recognition, NLP, and text-to-speech synthesis
- Architect and implement the entire robot software stack (python, ATMega, motor control)
- Rapid prototyping of voice-enabled robotic characters at early-stage startup (CAD, Fabrication)

Mayfield Robotics

Senior Robotics Engineer

San Francisco, CA | Oct 2016 - May 2018

- Developed core autonomous behaviors for Kuri, a home robot for photography and presence
- Led architecture of real-time computer vision pipeline and wake-word localization systems
- Robotic dancing algorithms with real-time beat detection blended with traditional animations

- Coordinated development with external contractors (animation, design) and internal firmware teams

AltSchool (now Altitude Learning)

Lead Hardware Engineer

San Francisco, CA | Sep 2014 – Oct 2015

- Prototyped and maintained classroom IoT devices, wearables, and smart surfaces
- Managed hardware deployment and maintenance across pilot schools
- Python ingestion of ~120 concurrent 1080P streams

3D Robotics

Robotivist

Berkeley, CA | Sep 2014 – Oct 2015

- Led development of scene-awareness and tracking systems for consumer drone platforms
- Optimized visual tracking pipelines for iOS and embedded systems
- Behavioral implementation of the first autonomous drone selfie

Romotive (now Zipline)

Robotivist

San Francisco, CA | Oct 2012 – Mar 2014

- Lead engineer on ML and Human-Robot Interaction for smartphone-based home robot
- Built GPU-accelerated OpenCV vision pipeline for facial detection and recognition, basic visual attention, and early offline classification algorithms
- Combination of embedded computing (robotic base) and iOS (animatronic face)
- MFi certification and firmware integration

Formlabs

Software Engineer

Somerville, MA | Jan 2012 – Sept 2012

- Front-end (QT) for of the first Form1 software used for model slicing and generating toolpaths
 - Designed and hosted the company's first website
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Education

Massachusetts Institute of Technology (MIT)

M.S., Robotics – MIT Media Lab, Personal Robots Group

Thesis: "Creating Robotic Characters for Long-Term Interaction"

Advisor: Cynthia Breazeal

Highlights: Built and programmed DragonBot (the first robot to use a phone as its primary computer), securing a \$10M NSF grant for socially assistive robots, published 3 academic papers

University of Texas at Austin

M.S., Computer Science (AI) / B.S., Computer Science (Turing Scholars Honors Program)

Thesis: "Exploiting Human Motor Skills for Training Bipedal Robots"

Advisor: Peter Stone

Highlights: Published 5 academic papers

Teaching

- Introductory Robotics Course, Ages K - 2 @ AltSchool
- Line-following robots Course, Ages 2 - 5 @ AltSchool
- Fab Lab Essentials @ [Haystack Mountain School of Crafts](#)
- [How to Make \(almost\) Anything](#), TA @ [MIT](#)