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Aescape
581 6th Ave.
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Dear Aescape,

I am writing to express my interest in the Senior/Staff Robotics Software Engineer at Aescape. With a Bachelor's degree in Mechanical Engineering and over three years of hands-on experience in deployment and sustaining engineering roles at RightHand Robotics, I am excited about the opportunity to bring my technical skills and passion for innovation to your organization.

At RightHand Robotics, I began my career as a Deployment Engineer, where I was responsible for the installation and configuration of robotic systems at customer sites. This role required a blend of hardware and software expertise, as I integrated robotic systems and customized workflows to meet specific consumer needs. My ability to develop and debug configurable behaviors ensured optimal robot performance, while my initiative to create scripts and tools significantly streamlined deployment processes.

Transitioning to a Sustaining Engineer role, I focused on maintaining and enhancing the software side of our products. My responsibilities included identifying and resolving bugs, developing user-friendly tools for debugging and troubleshooting, and implementing solutions to ensure system reliability. My work also emphasized improving the user experience (UX), which has been a driving factor in my approach to tool development.

Additionally, my experience with Sage & Saber has equipped me with skills in machine learning and data annotation. I have annotated images and videos for machine learning databases, trained models using Google Colab, ultralytics, and YOLO frameworks, and integrated these models into an iOS app. This role has honed my ability to work with cutting-edge technologies and apply them to practical applications.

Beyond my professional experience, I have undertaken several personal projects that highlight my technical versatility and problem-solving skills. I am developing LandMarked, an iOS app that recognizes landmarks and rewards users with trading cards, utilizing my expertise in data annotation, model training, and graphic design. I am also creating Underbelly, a Unity 2D video game with custom gameplay mechanics and sprites designed in Blender. Additionally, I am building a desktop web app to edit videos by removing silent parts, demonstrating my ability to create user-centric software solutions.

I am confident that my background in robotics, software development, and machine learning, coupled with my proactive and innovative approach to problem-solving, makes me a strong candidate for the Senior/Staff Robotics Software Engineer position at Aescape. I am eager to contribute to your team and help drive the success of your projects.

Thank you for considering my application. I look forward to the opportunity to discuss how my skills and experiences align with the needs of your team.

Sincerely,

Brad Grigsby