

BRANDON ANGELO

[Linkedin.com/in/BrandonAngelo](https://www.linkedin.com/in/BrandonAngelo) | 650.823.6637 | brandonkeithangelo@gmail.com

Enthusiastic, strategic & adaptable technology professional with 8+ years of experience thriving in complex, technically demanding environments. A solid engineering foundation enhances ability to emphasize and serve customers through specificity and methodical rigor. Applies systemized processes for learning and implementing new technologies and processes. Passionate about adding value to organizations through collaborative working style and ground-truth decision making.

SINGULAR GENOMICS – LA JOLLA, CA

Publicly-traded life science technology company leveraging novel, next-generation genetic sequencing and multi-omics technologies to build tools empowering researchers and clinicians.

Software Systems Engineer, Senior

2021 – 2022

- Collaborated with disparate teams to translate high-level business objectives into project charters and functional requirements. Presentations in PowerPoint, Confluence
- Responsible for creation and maintenance of software requirements and specifications for the G4 and PX genetic sequencing instruments. Some project examples: created standard for imaging - X vs Y plane, sample containers – X vs Y plane, laser/optics traversal patterns, consumable memory chip protocols, UI-Instrument State Machine. Utilized GIT, Jira.
- Created specifications aggregating and preparing imaging + training data (>80gb/hr) for ML pipeline. Spark & Hadoop, pandas, matplotlib, sci-kit learn.
- Created user interface (UI) specifications and requirements based on standardized HCI practices, taking input from extensive end-user interviews. Balsamiq, PowerPoint.
- Created number of software and mechanical components for G4, Instrument user interface, and consumable production line. SolidWorks, Visual Studio, 3D printing
- First products shipped Q4 2022 with positive technician (technical) feedback. Additionally, the G4 was awarded “Best User Interface” at Advances in Genome Biology and Technology Conference (AGBT) 2022.

QUALCOMM – SAN DIEGO, CA

Technical Product Manager, Staff

2020 – 2021

- Managed effort to create software system to scan, normalize and sanitize Qualcomm’s contributions to public Android Open-Source Foundation. Utilized Jira for project planning, Git for progress tracking, and Jenkins for continuous testing + distribution.
- System currently handling ~twelve thousand commits per month with minimal downtime.
- Collaborated with legal and marketing teams to determine functional requirements and long-term objectives.

Camera Firmware Engineer, Senior

2019 – 2020

- Developed portions of camera simulation pipeline for filter and on-SOC bus validation (C++, Python), forthcoming Snapdragon systems. Worked with Visual Studio (C++) and VSCode (python)
- Created tool to validate post-filter image validation. C++ in visual studio.

VIMAAN ROBOTICS – SANTA CLARA, CA

Industrial intelligence startup in the bay area leveraging robotics, computer vision, and cloud storage ensuring accurate and efficient warehousing operations.

Product Manager, Principle

2017 – 2018

- Determined requirements for minimum viable product of industrial drone automation system by conducting customer Interviews. Developed product hypothesis, visions, and goals.
- Translated high-level product requirements into technical documentation with clear separation between specifications and requirements.
- Built raspberry pi-based data collection system utilizing CMOS camera, INTEL 3D camera, ultrasonic distance sensors, and external Wifi bridge.
- Helped manage international software development team in creating cloud-based image processing, inventory, data integration backbone for company based on Microsoft Azure.

AWESOMESAUCE LABS – MARINA DEL REY, CA

Founded consumer flying camera company with support from Viterbi Startup Garage engineering incubator program

Founding Engineer

2014 – 2017

- Designed unique “follow-me” technology using ultrawideband transceivers (two on device, one on “wristwatch” worn by the user)
- Full system bring-up of control CPU w/ dedicated floating-point hardware, mission co-processor, 4x motor controllers, barometer, IMU, human interfaces.
- Build Marketing/Landing page. Organically collected > 13k email addresses through features in news articles and publicity exposure.
- Built team of 5 full-time Engineers from USC graduate engineering school.
- Culminated with licensing agreement with well-known Silicon Valley technology company.

APPLE - CUPERTINO, CA

Electrical Engineering Intern

Summer 2008

Winner, *new feature award* for proposal that eventually became “Airdrop”

SANDISK – MILPITAS, CA

Device Engineering Intern

Summer 2007

Researched, proposed, and implemented automated testing framework for media player line

Cornell Online Programs

Product Management Certificate, Scrum Master Certification

2020

University of Southern California

M.S. Computer Science – Specialization in Intelligent Robotics, Served as TA for two semesters

2010 – 2011

B.S. Computer Engineering and Computer Science, Thematic Option Honors, Honors Physics

2006 – 2010