3 Camwood Crescent, Ottawa, ON K2H 7X1 (613) 709-1523, bryan@larsen.st

Full stack: from circuit design to CSS. Bootloader to React. Database to Kubernetes.

Career Highlights

- Very early employee or cofounder at 4 startups
- 30+ years of Unix and programming experience
- Video game in assembly language sold to distributor at 14 years old
- 14 function motor controller in 4KB Rom and 53 bytes RAM
- Ported Linux and bootloader to poorly documented Japanese ARM SOC
- Lead maintainer of popular open source web framework
- Bare metal Kubernetes GPU multi-cluster
- Ported git to OSX
- Electronic Engineering degree with distinction.

Multiple years of experience in

- Ansible, ARM & 68K Assembler, AWS, Autocad
- Bash
- C, C++, CGI, CSS
- Docker
- Embedded
- GCP, Git
- HTML
- JQuery, Java, Javascript, Jenkins
- Kubernetes
- Labview, Linux Drivers, Lisp
- Make, Mentor Graphics, MongoDB, MySQL
- NGinX, Node.js
- PostgreSQL
- Rails, Redis, Ruby, Rust
- SIP, SPICE, SQL, SQLite, Scheme, Selenium, Sh
- TCL, Typescript
- U-boot
- VHDL
- 8 bit Assembler (6809, 68HC11, 8051, ...)
- Stack Overflow
- GitHub
- LinkedIn

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Threekit

2012-2022

Senior DevOps and Software Engineer Online 3D Modelling Software Ottawa

- Led DevOps team
- Built a multi-site bare metal Kubernetes cluster with GPU support
- Designed core storage mechanism
- Javascript, Typescript, ES6, Node.js, WebGL, V-Ray, Operational Transforms, HTML, CSS, Backbone.js, React, Mongo, Redis, nginx, Ansible, Docker, Jenkins, beanstalkd, statsd, AWS, Vagrant, Kubernetes

Barquin

2009-2013

contractor

NIFA web applications

• Ruby, Rails, Javascript, jQuery, Selenium, SQL, MySQL

Hobo, hobo-jquery

2009-2013

maintainer

contractor

popular open source web framework

- core developer and release manager
- Ruby, Rails, Javascript, prototype.js, jQuery, selenium, SQL, MySQL, SQLite, git

Magor Corporation

2008

Kanata, Ontario

Phone based control panel software

- Javascript, Groovy, Java, HTML
 - JETTY, SIP, Mitel

Lumenera Corporation

Senior Software Engineer

2002 - 2006

Ottawa, Ontario

Ethernet IP Video Cameras

• Solely responsible for software design and implementation based on customer's rough specification and interaction

- Led the team responsible for software maintenance
- Assisted with hardware design
- Designed and deployed initial software design process and infrastructure
- Ported Linux to ARM SOC
- Power on Self-Test design and implementation
- Manufacturing System Test and Customization design and implementation
- Worked with manufacturer to ensure reliable production
- First employee: wide variety of business experiences, including hiring, firing, customer interaction, financial modelling, assembling
- C, Javascript, HTML, sh, Python, ARM & 68K assembler, C++, make
- JPEG, motion-JPEG, MPEG, EXIF, TIFF
- Linux Kernel and Drivers, U-Boot, CGI, XML-RPC, AJAX, Boa (web server), RTP/RTSP, NTP, zeroconf, ActiveX, HTML, XHTML, CSS, Twisted
- Bugzilla, Subversion, TWiki, PyUnit, CUnit, MySQL, Apache

Analog Design Automation (currently Synopsys)

Senior Software Engineer Saskatoon, Saskatchewan and Ottawa, Ontario

Analog Integrated Circuit Synthesis and Optimization Software

- Responsible for initial design and implementation of Parts Library
- Responsible for integration with Cadence Analog Artist
- Led small team in an Extreme Programming development of a Synthesis Prototype
- C++, Python, TCL, CORBA, LISP
- Cadence Analog Artist, SPICE

Vitana Corporation (DBA Pixelink)

Senior Software Engineer

1998 - 1999

Ottawa, Ontario

- IEEE-1394
 Solely responsible for design and implementation of an embedded IEEE-1394
 - Project lead and customer interface for design of airline set top box
 - C, 8051 assembler

Newbridge

Networks Junior Hardware Engineer

1997 - 1998

Ottawa, Ontario

(currently Alcatel-Lucent)

Time Division Multiplexing

- Responsible for implementation of Data Multiplex FPGA and Glue Logic FPGA
- VHDL, Schematic Capture
- \bullet Mentor Graphics

Co-op Jobs for Kipp & Zonen, Ricoh, SED Systems, Environment Canada

• 8051 assembler, C, C++, FORTRAN, Visual BASIC

- Labview, COM, OLE, DLL, MFC, Watcom 4G
- HP-UX, OS/2, MS-DOS, Data General AOS/VS

T&D Software

1987 - 1990

1993 - 1997

Holland, MI

Freelance Designer

Video Games

- Design and Implementation of Video Games
- 6809 Assembler, BASIC

Education

• University of Regina, 1997, Bachelor of Applied Science in Electronic Systems Engineering, Honours