Curt Henrichs
Software Engineer

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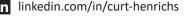⊙ 1402 Regent St. Apt. 604, Madison, WI 53711

Aspiration

I am passionate about building real things for real people.
My interests include software engineering, embedded system development, robotics, and Maker culture.

Skills

Python, Git, C, C++, Atmel, Linux, Java, Trello/Jira, MATLAB, VHDL, Assembly (NIOS, MIPS, ARM) + Web Dev.

Education

(2018 - *) M.S. in Computer Science ~ Emphasis: HCI / HRI GPA: 3.7 / 4.0
⊙ University of Wisconsin - Madison, Madison, WI

Coursework:

Human Computer Interaction	Artifical Intelligence	High Performance Computing
+ Wearables	+ Machine Learning	+ Adv. Computer Architecture
+ User Modeling	+ Computer Vision	
+ Data Visualization		

- Human Robot Interaction -

(2014 - 2018) B.S. in Computer Engineering ~ Emphasis: Embedded Systems GPA: 3.9 / 4.0
⊙ Milwaukee School of Engineering, Milwaukee, WI

Coursework:

Embedded Systems	Software Development	Buisness / Management
+ Computer Architecture	+ Operating Systems	+ Servant Leadership
+ Digital / Analog Circuits	+ Data Structures	+ Entrepreneurship
+ Control Systems	+ Computer Vision	+ Ethics for Mgmt. and Eng.
+ Digital Signal Processing	+ Neural Networks	
+ Computer Networking	+ Computer Graphics	

- Engineering Practices -

Experience

(2019 - *) Graduate Research Assistant ~ People and Robots Lab, Computer Sciences
⊙ University of Wisconsin - Madison, Madison, WI

- Developed collaborative robot (cobot) authoring and training interfaces [Authr, Expert View Dashboard].
- Researched interactions with cobots for both attention management and levels of task interdependence.
- Worked with serveral colleagues outside of lab (in Human Factors and Optimization) to investigate cobot effectiveness when deployed on a variety of manual work activies.
  - Contributed robot capability analysis as inputs into allocation algorithm.
- Contributed to lab infrastructure and processes.
  - Ex. Maintained centerialized robot description and configuration repository for lab.
  - Ex. Device bringup and documentation (Universal Robots UR3e, Microsoft Hololens 1 & 2).
- Assisted colleagues with their user studies, technical development, and paper writing.

(2016 - 2018) R&D Software Engineering Intern
⊙ Dedicated Computing, Waukesha, WI

- Responsible for development of embedded firmware in C/C++.
- Prototype server hardware and software systems [Matrix Storage, Fan Controller, OLED].
- Integrate embedded devices into server control software with Python.
- Developed internal hardware testing infrastructure [Thermal Chamber] with NodeJS, Python, and MongoDB.
- Contributed to product life-cycle documention for design, implementation, and testing.
- Participanted within company makerspace, developing several Arduino projects.

Notable Projects

Authr ~ Cobot authoring environment.
- Developed an Angular web app with ROS backend.
- Custom domain language designed around Therbligs.

Expert View Dashboard ~ Cobot training environment.
- React web app with ROS backend and Unity simulation.
- Operationalizes expert thinking into a checklist novices use to develop their programs with custom domain language.
- Explored Microsoft Hololens as an alternate XR interface.

Matrix Storage ~ Server Backplane Controller.
- Developed controller firmware with Atmel C.
  - Aggregates PSU, fan, and environment sensing and control for Linux node on I2C system bus.
  - Developed virtual register interface.
- Wrote Python interface between application and controller.
- Worked in an agile team; participated in standups.
  - Mentored by electrical and software engineers.

Automated Thermal Chamber Testing.
- Developed several subsystems:
  - Unit-Under-Test state scraper captures CPU and GPU configuration / sensor values with NodeJS.
  - Thermal couple monitor running on NI cRIO.
  - Chamber control server with NodeJS issues low-level TCP byte commands.
- Integrated subsystems into internal testing software.
  - Stored data from subsystems into MongoDB database.
  - Extended Typescript test runner to control subsystems.

Programmable Fan Controller.
- USB UART with JSON API to configure programmable thermal profiles with individual fan control.
- Firmware written in C for Atmel ARM microcontroller.

OLED Node Display
- Wrote firmware for OLED display with USB UART and capacitive touch buttons used to visualize node ID.