

Conor Wood Hayes

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EDUCATION

Northwestern University – M.S. Robotics	Sep 2025–Aug 2026 (expected)
University of Southern California – B.S. Computer Engineering & Computer Science <i>Magna Cum Laude. Minor in Chinese for the Professions, Thematic Option (Honors in Liberal Arts)</i>	2015–2019

SKILLS

Programming Languages: Python, C++, C, CMake, Bash/Zsh, Rust, SQL, TypeScript, Verilog, Assembly	
Robotics: SLAM, Computer Vision, Tactile Sensing, State Estimation, Robot Kinematics & Dynamics, Path Planning, Control Theory	
Machine Learning & AI: Deep Learning, Imitation Learning, Foundation Models (LLM/VLM/VLA), Reinforcement Learning	
Software: ROS 2, PyTorch, NumPy, Pandas, Linux, Git, Docker, AWS, CI/CD, Databases	
Hardware: PCB Design, Electronics, Microcontrollers, CAD (OnShape), 3D Printing, Laser Cutting	

WORK EXPERIENCE

Conor Hayes Software Consulting, Inc CEO	2023 - 2025, IN/NY/CA
- Built reusable hardware testing framework (Python) for two \$500K nuclear fusion test racks, driving on-time delivery in 8mos.	
- Redesigned BLE protocol (C, TypeScript) for NRF52-based wearable. +2 sensors, +800% bandwidth, -10% power consumption.	
- Prototyped a low-latency peer-to-peer telepresence platform for controlling robots via web client (WebRTC, AWS, TypeScript).	
Wesper, Inc Software Engineer (8th employee @ startup)	2020 - 2022, New York City
- Developed sleep apnea diagnosis wearable from prototype to FDA cleared mass product as lead firmware developer (C, NRF5X).	
- Added new sensors, on-device algorithms, and BLE services to enable real-time reporting of heart rate, SpO2, and sleep pose.	
- Led a team of 3 to build backend from scratch (AWS ECS, EC2, λ, S3, RDS MySQL, Python) to ingest and process all patient data.	
Honeybee Robotics Software & Electrical Engineering Intern	May - Aug 2018, Pasadena, CA
- Developed drivers, middleware (C++, ZeroMQ), and GUIs (Qt), for ROS-based testing framework for space exploration robotics.	
- Designed, assembled, and validated PCB (Altium) to provide human-in-the-loop control of small drills on remote oil rigs.	
NASA Jet Propulsion Laboratory Flight Electronics Intern (Group 349E) - Sphinx Project	Jan - Aug 2017, Pasadena, CA
- Developed still-in-use automated test system & BSP modules (C, Python, assembly) for first deep-space cubesat avionics system.	
- Supported initial board bring-up, discovered critical bugs in novel rad-hardened NAND flash controller & other peripherals.	

PROJECTS

PolyUMI — Visual-Tactile Data Collector for Dextrous Manipulation Imitation Learning	Jan-Mar 2026
- Designed & built wireless handheld grasping data collector (based on UMI) with novel sensor array including visual touch sensor.	
- Developed data extraction, cleaning, & visualization pipeline (Python, ROS 2) to support training a visual-tactile diffusion policy.	
- Created motion mimicry demo for Franka Panda 7DoF arm that replays PolyUMI trajectories as derived from ORB-SLAM.	
LeHome Challenge 2026 - Vision-Language-Action (VLA) Model for Bimanual Garment Folding	Jan-Mar 2026
- Trained 2 SO-101 arms to fold laundry using VLA (LeRobot SmolVLA) fine-tuned on teleoperation data in Isaac Sim.	
- Generated diverse synthetic training data with domain randomization + data augmentation (NVIDIA Cosmos, Python).	
Simultaneous Localization and Mapping (SLAM) from Scratch	Jan-Mar 2026
- Developed & deployed from-scratch Extended Kalman Filter (EKF) LiDAR SLAM pipeline for Turtlebot3 (ROS2, C++).	
- Implemented custom RViz-based simulation environment to test diff-drive control, odometry, and lidar algorithms.	
PenPal — Handwriting with the Franka Panda 7DoF Robot Arm	Nov-Dec 2025
- Designed system architecture, led group of 4 to create a robot arm-based handwriting system for a randomly moving whiteboard.	
- Developed online, reactive trajectory generation and closed-loop visual cartesian control (Python, ROS 2, MoveIt 2, RealSense).	
- Integrated VLM (gemini-2.0-flash) to create real-time conversational loop (user writes question, arm writes response, repeat).	
Traveler IV — First 100% undergrad-made rocket to fly to space (USC Rocket Propulsion Lab)	2018-2019
- Built & led 30-person avionics team overseeing all software & electronics to manufacture and fly high-performance rockets.	
- Developed flight software (C++), PCB's (Altium), EGSE (Python, ham radio), and data analysis (Matlab) for custom avionics system.	
- Debugged electrical, software, and radio issues in the field under timing constraints, inclement weather, and poor infrastructure.	

AWARDS + HOBBIES

American Institute of Astronautics and Aeronautics Achievement Award	Oct 2019
National Academy of Engineering/USC Grand Challenges Scholar	May 2019
University of Southern California Renaissance Scholar (0.9% of graduating class)	May 2019
Recorded Music: Accumulated 800,000+ Spotify streams on original music under artist name Wise John (24 songs, 1 album, 1 EP).	