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I'm looking for a meaningful open source position, so supporting the EdX platform at OpenCraft would be fantastic. I'm a Swiss-American dual citizen and I've really liked working remotely with worldwide coworkers. I've built my career around open hardware and software, taken MOOCs myself, taught and mentored K-12 students, built websites with HTML5/CSS/VanillaJS/jQuery, and trained as a sysadmin.

## **Education**

*Dec 2017	Full Stack Web Developer Nanodegree	Udacity
2013	M.Eng. Electrical and Computer Engineering	Portland State University, Oregon
2009	B.S. Engineering Technology	Old Dominion University, Virginia

## **Udacity Full Stack Nanodegree Coursework** **2017**

Filling in the gaps in my knowledge, re-learning best practices in vanilla Javascript. I have taken the Stanford Databases MOOC with Jennifer Widom as well, and plan to finish up in December.

## **Hardware and Software Developer at Wickerbox Electronics** **2013-2017**

Founded a consulting company to develop/teach/promote open hardware. Created an internal inventory control system in Python using a PostgreSQL database, set up an internal CMS using Mezzanine on Django, wrote a framework around KiCad to automate board design and maintain part libraries in Python with JSON, and released over thirty proven open hardware designs on Github at 'wickerbox'.

## **Electrical Engineer and Open Hardware Evangelist at OSH Park** **2014-2017**

Joined as employee #4 to improve customer support. Reduced ticket load and improved response time by half. Overhauled support documentation, created a system to identify and address manufacturing issues, worked with the website team in New Zealand to improve the user interface, and built an abstraction layer in Python on the Linux server to automate circuit board and panel editing tasks.

## **Electrical Engineer at Astronics Max-Viz** **2013-2015**

Developed circuit boards and safety-critical software for uncooled blended IR/visible aircraft cameras in a three-engineer team. Brought one revision and two new products from design through FAA certification to low-volume production (less than 500 units/year) over 2.5 years with rapid prototyping.

## **Student Embedded Systems Developer at Google Summer of Code** **2012**

Wrote sensor fusion and a complementary filter for autonomous quadcopter control. Designed and built the 4-layer control board using Eagle. Polished the existing GUI, constructed the network library from existing commands, and extensively refactored the existing API to prepare for public release.

## **Systems Engineering Intern at Boeing Insitu** **2012**

Implemented a pilot project to develop a SysML model of payload interfaces on a commercial drone platform. Designed an approach to convince electrical and software engineers of the value of using Object-Oriented Systems Engineering and Model-Based Systems Engineering principles.

## **Junior Systems Administrator at Portland State University** **2010-2012**

Performed 700+ hours of user-facing support for Linux/Solaris/Windows machines for the engineering college. Held root access on production servers, performed basic networking duties, wrote scripts in Bash/PHP/Python, troubleshooted hardware, loaded client boxes, and built a PostgreSQL database with a HTML/jQuery front-end to track personal rack-mounted servers in our unofficial datacenter.