# Tom Donahue

(339) 707-0125
donahut.se@gmail.com
donahut.github.io
github.com/donahut
linkedin.com/in/donahut

### Experience

#### June 2018 - Human-Robot Interaction Engineer, Piaggio Fast Forward, Boston, MA

Member of both Software and Smart Behaviors teams; bridging the gap between the investigation and design of high-level behaviors in gita and their implementation.

- Software Integration Lead; managing, tracking and testing feature development in the pre- and post-launch phases of gita.
- Co-designed, implemented and integrated brokerless, type-safe messaging framework atop ZeroMQ and Cereal as replacement for ROS core / messages.
- Co-developed numerous core app architectures across gita—incorporating modern C++ features and techniques when prudent.
- Core contributor to the investigation, design and specification of numerous novel human-robot dyad behaviors for gita.

Keywords: C++(17), ROS, ZeroMQ, HRI, Linux, Git, Agile (Scrum)

#### 2016 - 2018 Character Al Engineer, Jibo, Boston, MA

Member of the team tasked with making the first social robot for the home—Jibo—feel lifelike, produce dynamic behavior, and ensure a consistent character experience across his wide range of interactions and skills.

- Co-architect and lead developer of *Embodied Speech*, a subsystem that blends Jibo's speech with animation, graphics and sound to create character-rich dialog interactions.
- Lead developer of *Chitchat*, Jibo's ontological dialog ability, and co-led GQA, Jibo's general question-answering service—the most frequent user-initiated interactions with the robot.
- Co-designed and implemented a novel, distributed robot/cloud skill architecture resulting in a significant interaction latency reduction and a far more scalable content-delivery pipeline.
- Led development of an animation database, a core module that enables queries for, and configuration of, animation and sound assets for on-demand playback and control on Jibo.

Keywords: TypeScript / JS / Node, Python, NLP/NLU, HRI, OSX, Git, Agile (Scrum)

#### 2014 - 2016 Robot Software Engineer, Softbank Robotics (Aldebaran), Boston, MA

Member of a small agile team working across the Aldebaran stack—from NaoQi middleware modules to core applications.

- Designed and built Act framework for semi-autonomous multi-robot-human interactions.
- Co-developed ALTactileGesture, a high-level touch sequence gesture recognition module.
- Released Mad Chats, an interactive Mad Libs-esque word game played between human and robot.
- Part of the team that designed and built a core application launching and dialog interaction for all Aldebaran robots.
- Designed, built and regularly demoed semi-autonomous robot greeter for range of external clients.

Keywords: Python, JS, C++, HTML/CSS, HRI, Linux, Git, Agile (Scrum)

2012 - 2014 **Graduate Research / Teaching Assistant**, Human Robot Interaction Lab, Tufts University, Medford, MA Areas of focus: human-robot teaming, situated natural language understanding and generation.

Keywords: Java, Clojure, C++, JS, HTML/CSS, PHP, HRI, NLP, Linux, Git, SVN, LETEX, R

2010 - 2012 **Graduate Research / Teaching Assistant**, Computer-Human Interaction Lab, BGSU, Bowling Green, OH Areas of focus: Tangible interfaces and accessibility

Keywords: Java, C++, HCI, Windows

## **Technical Skills**

	Languages		Tools
Core: Rusty: Familiar:	C++ (17), Typescript / JS, Python Java, Clojure, HTML/ CSS PHP, SQL, R	src Control: Cloud/DB: Writing:	Git / Github, SVN Docker, SQL, Neo4j ᡌᠮᢓX, G Suite
	Platforms		
Robotics:	Extensive development experience with a range of robots / robotics platforms, including:		
	<ul> <li>Piaggio Fast Forwards' gita—Hands-free cargo carrying, following robot.</li> <li>ROS—Most widely adopted open-source robotics middleware.</li> <li>Jibo—One of the first social robots for the home.</li> <li>Softbank / Aldebaran's Pepper and Nao—Humanoid robots used in various business/educational settings.</li> <li>ADE—a research-focused, distributed, multi-agent robotics middleware.</li> </ul>		
	Education		
2012 - 2014	<b>Doctoral studies in Computer Science &amp; Cognitive Science</b> , Tufts University, Medford, MA Withdrew in good standing from joint-Ph.D. program		
2011 - 2012	M.S. in Computer Science, Bowling Green State University, Bowling Green, OH Concentration: Human-Computer Interaction		
2007 - 2011	<b>B.S. in Computer Science &amp; Psychology</b> , Bowling Green State University, Bowling Green, OH Minor in Mathematics, Cum Laude		
	Patents		
2018	Embodied Dialog and Embodied Speech Authoring Tools For Use With An Expressive Social Robot US20180133900A1. Jibo/NTT Distrupt. Patent Pending		
2018	Maintaining Attention and Conveying Believability via Expression and Goal-Directed Behavior with a Social Robot US20180229372A1. Jibo/NTT Distrupt. Patent Pending		
	Publications		
2015	<b>Thomas Donahue</b> , Matthias Scheutz. Investigating the Effects of Robot Affect and Embodiment on Attention and Natural Language of Human Teammates. (CogInfoComm '15)		
2014	Cody Canning, <b>Thomas Donahue</b> , Matthias Scheutz. Investigating Human Perceptions of Robot Capabilities in Remote Human-Robot Team Tasks based on First-Person Robot Video Feeds. (IROS '14)		
2013	<b>Thomas Donahue</b> , G. Michael Poor, Martez Mott, et. al. On Interface Closeness and Problem Solving. (TEI '13)		
2012	Martez Mott, <b>Thomas Donahue</b> , G. Michael Poor, et. al. <i>Leveraging Motor Learning for a Tangible Password System</i> . (CHI '12)		
2011	G. Michael Poor, <b>Thomas Donahue</b> , Martez Mott, et. <i>UI for Persons with Low Visual Acuity</i> . (UAHCI '11)	al. Access-a-	WoW: Building an Enhanced World of Warcraft
	Achievements		
2020	gita awarded Red Dot's 'Best of the Best' in 'Innovative Products' meta-category		
2017	Jibo named Time Magazine's #1 of the "25 Best Inventions of 2017"		