

Ted Schultz

Senior Software Engineer

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Professional Summary

Experienced and highly skilled Software and Hardware Engineer with half a decade of experience in designing, developing, and optimizing complex multi-threaded systems. Innovating with a proven track record of innovation, dedication, and problem-solving.

Skills

Software Engineering:

Languages: Swift, Objective-C, Python, Java, C++, HTML, Metal
Frameworks & Tools: Combine, SwiftUI, Apple Vision, OpenCV
Databases: SQLite, Core-Data, Swift-Data
Development: CI/CD (Agile, Scrum)
Version Control: Github, Jenkins, Artifactory

Additional Skills:

Project Management
Cross-Functional Collaboration
Visual Design

Professional Experience

Senior Software Engineer

GoPro, San Diego, CA
8/2022 – 8.2024

- Lead the design and development of camera connection, upload, download, and back-end media management and streaming logic for the GoPro Quik App.
- Collaborate with cross-functional teams to integrate and update various dependencies of the main application.
- Implement Agile practices to aid the development processes and improve project delivery times.

AV Engineer

IES Communications, San Diego, CA
8/2021 – 8/2022

- Designed hardware and software components for communication systems integrating video conferencing and streaming.
- Conducted detailed testing and troubleshooting of building and organization wide systems.
- Led technicians through installation and troubleshooting of large-scale communication platforms.

Editor

Enjet Media, San Diego, CA
8/2021 – 8/2022

- Designed hardware and software components for communication systems integrating video conferencing and streaming.
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Education

Bachelor of Science in Mechanical Engineering and Physics

Point Loma Nazarene University, San Diego, CA
8/2017 – 6/2021

Certifications

CTS – AVIXA, 2022

Projects

Multi-threaded Camera

A camera build to stream and record multiple customizable camera outputs on a simple platform using OpenCV.

Metal Kernel Image Merging

A Swift-based MacOS application utilizing Metal Kerning Language to merge multiple images into a single image.

Basic Artificial Neuron

An artificial neuron using Python which predicts an unknown outcome vector from an input vector after training using a given vector model.

Awards and Honors

Provost's Scholarship – Point Loma Nazarene University, 2017-2021
Captain of the 5x National Champion PLNU Surf Team

References

Daryl Stimm

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