

# Eni J. Asebiomo

🏠 [www.eniway.me](http://www.eniway.me)

## Experience

### SpaceX

Los Angeles, CA

INTEGRATION & TEST ENGINEER - FALCON 9

September 2018 – Present

- Managed launch vehicle manufacturing planning, test procedures and build flow for 20+ launch vehicles. Oversaw the execution of test operations across software, avionics and propulsion systems. Served as a vehicle controller during powered and pressurized checkout operations.
- Implemented automated programming and avionics testing procedures within a component based software testing framework.
- Collaborated across hardware and software design and engineering teams to test and validate vehicle build configuration

### Anki Robotics

San Francisco, CA

SOFTWARE ENGINEERING INTERN

June 2018 – August 2018

- Integrated speech-to-intent commanding functionality into the design of a medium scale home robot prototype.
- Developed an understanding of ROS (Robot Operating System) and general robotic systems in a cloud service based environment.

### Intuitive Surgical

Sunnyvale, CA

TEST ENGINEERING INTERN

June 2017 – August 2017

- Gained knowledge and understanding in designing and maintaining a complex, mass manufactured robotic system, as well as the underlying software architecture by implementing functions that automatically detect errors during testing.
- Designed and improved the testing setup procedure, increasing overall effectiveness of the testing process.

### Autodesk

San Francisco, CA

APPLIED INNOVATION INTERN

June 2016 – August 2016

- Designed and fabricated electro-mechanical projects to showcase the use of Fusion 360 and all machining tools at Pier 9
- Analyzed Fusion 360's parametric, sculpting, scripting, and CAM abilities to report to former CEO Carl Bass and Fusion 360 Team.

### Twitter

San Francisco

SOFTWARE ENGINEERING INTERN

June 2015 – August 2015

- Designed and implemented a web based feature using Flight JS, HTML templating, SUIT CSS and Scala.

## Education

### Stanford University

Stanford, CA

B.S. IN COMPUTER SCIENCE - HUMAN COMPUTER INTERACTION

September 2014 – June 2018

- **Computer Science Coursework:** Probability for Computer Scientists, Computer Systems from the Ground Up (C, Assembly, Raspberry Pi), Mathematical Foundations of Computing, Intro to Smart Product Design, Principles of Computer Systems, Advanced Algorithms, Web Applications, Human Computer Interaction Design & Design Studio, Programming Abstractions (C++)
- **Mechanical Engineering Coursework:** Mechanical Systems Design, Mechatronics, Circuits, Differential Equations, Solid Mechanics, Dynamics, Intro to Fluid Mechanics, Electricity and Magnetism, Light and Heat

## Skills

<b>Software</b>	Python, Git, Arduino, C/C++, Bash, MATLAB, HTML, CSS, ROS, Java, Javascript, Scala
<b>CAD</b>	Fusion360, SolidWorks, AutoCAD
<b>Hardware</b>	Laser Cutting, 3D Printing, Basic Shop Experience, Metalworking, CNC

## Projects

### Mechatronic Robot

A FOUR OMNI-WHEEL ROBOT THAT IS SPATIALLY AWARE, DETECTS IR SIGNALS AND SHOOTS NERF BALLS AT PRE-DESIGNATED TARGETS. COMPETED AND WON 2ND PLACE OUT OF 28 TEAMS.

Stanford ME210 April 2017

### Bipedal Robot Bird

A COMPACT BIOMIMETIC ROBOTIC BIRD THAT WALKS ACROSS ROUGH TERRAIN USING ONE MOTOR AND TWO 4-BAR LINKAGES, INCLUDING AN EXTENSIVE REPORT OF DESIGN AND PERFORMANCE.

Stanford ME112 April 2017

### Bare Metal Raspberry Pi OS

A MINIMAL OPERATING SYSTEM INCLUDING CONSOLE AND GRAPHICS IMPLEMENTED FROM SCRATCH IN C ON A RASPBERRY PI IN CS107E - COMPUTER SYSTEMS FROM THE GROUND UP

Stanford CS107E February 2016