ERIC SEALS

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Experience

GARMIN Olathe, KS
Software Engineer Jul 2022 - Present

- Developed and implemented new features in C++ for Garmin Dezl and other consumer GPS navigation products
 - Built a new weather map overlay feature, providing real-time wind data display with OpenGL
 - · Collaborated with an internal data sourcing team to design functionality for fetching live wind data
 - · Subsequently parsed the incoming data and developed efficient visualization software
- Design and test performant application code for deployment on a Yocto embedded platform
- · Take ownership of feature development, conducting code reviews, and ensuring weekly release builds
- · Actively contributed to bi-weekly sprints and executed Jenkins CI build jobs for seamless project progress and efficient delivery
- · Collaborate seamlessly with Project Managers, UX Designers, and cross-functional Software Engineers

KU School of Engineering

Lawrence, KS

Graduate Teaching Assistant

Aug 2020 - Dec 2021

Explained technical topics related to embedded systems and real time applications

GARMIN Olathe, KS
Software Engineer Intern Nov 2020 - May 2021

- Developed software in C++ for Garmin Tread, an Outdoor Adventure Product
- · Wrote production code to enhance overall performance, resolve bugs, and refine the graphical user interface (GUI) of Tread
- Successfully revamped legacy satellite positioning pages, enabling their smooth operation on thousands of devices

Education

University of Kansas

Lawrence, KS

M.S. Computer Engineering, College of Engineering

Aug 2020 - May 2022

- Cumulative GPA: 3.63/4.00
- Thesis: Memory Bandwidth Dynamic Regulation and Throttling

University of Kansas

Lawrence, KS

B.S. Computer Engineering, College of Engineering

Aug 2017 - May 2020

• Cumulative GPA: 3.72/4.00

Projects

- Bandwatch: System-wide memory bandwidth regulation system, github.com/erjseals/bandwatch
 - Developed a real-time system that significantly reduced task slowdowns from 14.7x to 3.6x
 - Designed and implemented a dynamic regulation algorithm that leveraged real-time memory utilization statistics
 - Built as a Linux Kernel module in C targetting the NVIDIA's SoC "Jetson Nano" platform
- AudioBud: Audio Visualizer for Chrome, github.com/AudioBud-Chrome-Extension
 - Developed a Chrome Extension for real-time time and frequency domain audio visualization
 - Implemented multiple digital audio filters (lowpass, highpass, bandstop) to modify audio output
 - · Incorporated a customization feature menu that enables users to modify graphical visuals and adjust filter parameters
- · Sharp Edges: Client/Server to study the performance gains with 5G Edge Computing, github.com/sharp-edges-android
 - · Established communication between the two entities via TCP/IP Sockets
 - Evaluated YOLOv3 Object Detection latencies by comparing computations on an Android app, a local server, and Google Cloud

Skills

Languages: C++, Python, Bash, Java Tools & Technologies: Git, RTOS, Embedded, Boost Libraries, OpenGL, Linux, Android, Vim