Garett Loghry

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SUMMARY

I am a software engineer who has a background in embedded engineering and software development.

TECHINICAL SKILLS

Programming Languages C, Python, Java, Bash, Rust, MATLAB, Kotlin

Experienced in	Embedded Systems	CAN Protocol, Git, SVN, System Architecture.
	Robotics	ROS2, NIVIDA Jetson, Raspberry Pi.
	Machine Learning	NIVIDIA Isaac Ecosystem, PyTorch, ONNX.
	CI/CD	Jenkins, JFrog, GitHub Actions.

EXPERIENCE

Embedded Software Engineer Aug 2024 - Present
Hyster-Yale Materials Handling - *Innovation Team* *Clackamas, OR*

- OAS
  - Wrote and maintained C code and MATLAB models related to Hyster-Yale's "Operater Assist System" (OAS).
  - You can see the work we do with OAS at Hyster Reaction and Yale Reliant.
  - Contributed to technical documentation and production release processes to ensure product quality, lifecycle, and industry standards were met.
  - Worked with cross-functional teams of other engineers, testers, and managers to enhance development times and product knowledge, and reduce the "bus factor".
- PLACEHOLDER

Assistant Manager Oct 2013 - Jan 2025
Music World *Vancouver, WA*

- Managed small team of ∼4.
- Regularly trained new hires and mentored associates.
- Created training materials and documentation to share knowledge and speed up onboarding.

PROJECTS

Capstone Intern Sept 2022 - May 2023
Seasalt.AI *Remote*

- Helped build a Vietnamese and Indonesian Language Models used for Automated Speech Recognition
- Used Kaldi and K2 to build Acoustic Models
- Used Time Delay Neural Network to retrain our Vietnamese model and minimize Word Error Rate

EDUCATION

Bachelor of Computer Science **Fall 2023**
Washington State University (WSU) *Vancounver, WA*

Relevant Coursework: Embedded Systems, Operating Systems, Assembly, Systems Programming, Software Design, Algorithms, Digital Forensics, Object Oriented Design