

Jamirsen Ezell

Electronics Engineer - KEE Action Sports

Philadelphia, PA - Email me on Indeed: indeed.com/r/Jamirsen-Ezell/fadf9003c121a522

WORK EXPERIENCE

Electronics Engineer

KEE Action Sports - April 2010 to Present

- Sole electrical engineer at company responsible for all projects related to electronics completing 10+ projects in approximately 5 years.
- Full embedded hardware and software design including schematic, layout, prototyping, testing, building final production package and maintaining products once released to market
- Interpret marketing specs for new project ideas and present design concept to managers
- Create user interfaces via LED indication, OLED/LCD's, Windows and Mac Applications
- Communication with vendors for troubleshooting, sourcing and manufacturing of electronic and mechanical components
- Teacher at annual tech support courses where customers learn about how to use and troubleshoot new and existing products in the field
- Developed applications (Android based) for first of its kind in-goggle paintball HUD (winner of best wearable CES 2016 via Engadget.com)
- Evaluate new and existing products for cost savings
- Benchmark of existing competitor's products via extensive testing and recording of data
- Researching new findings and trends in electronics to adapt to market

Product Engineer

JT Sports/Jarden Co - June 2008 to April 2010

- Built first high end electronics platform company ever had that included monochrome OLED and pressure sensor which was first for industry
- Worked with outside contractor on Cypress PSOC embedded system to develop "smarter" paintball loader
- Evaluated old products and re-sourced components for cost savings while maintaining high level of performance

Test Engineer/Intern

Broadcom Corporation - March 2007 to June 2008

Responsibilities:

- Testing and debugging of DSL router evaluation hardware
- Data analysis for DSL router ADSL and VDSL upload/download speeds
- DSL router PCB layout review and analysis on customer's boards
- Schematic modification for DSL router evaluation boards

EDUCATION

B. S. in Electrical Engineering

University of California Irvine - Irvine, CA

June 2003 to June 2008

SKILLS

Android App Development (3 years), Embedded hardware and firmware development (7 years), Assembly, C, C++, Java (Android), XML, Objective C (7 years)

LINKS

<https://www.linkedin.com/in/jamirsen-ezell-29095819>

AWARDS

Best Wearable CES 2016 Engadget.com

January 2016

Empire EVS goggle - first paintball goggle with heads up display. I am the developer of software for this product and demoed the product at CES 2016 for Intel.

<http://www.engadget.com/2016/01/08/presenting-the-best-of-ces-2016-winners/>

ADDITIONAL INFORMATION

To Potential employers: I am currently looking for positions in the only San Francisco Bay Area.

Electrical engineer with 7+ years of experience in embedded hardware/software development and winner of Best Wearable at 2016 CES from Engadget.com

<http://www.engadget.com/2016/01/08/presenting-the-best-of-ces-2016-winners/> , <http://www.engadget.com/2016/01/06/recon-paintball-hud/> . Broad set of skills, great communication and leadership abilities, works efficiently in team or solo environment plus high level of discipline when it comes to meeting deadlines.

- General: Embedded hardware/software design, mobile app development in Android & iOS, analog circuit design (MEMS, optical, ADC), digital circuit design (SPI, I2C, UART, USB), 2.4GHz RF design, PCB antenna design
- Programming Languages: Assembly, C, C++, Java (Android), XML, Objective C
- Software Tools: Android Studio, Eclipse IDE, MPLAB X, MPLAB IDE, OrCAD Schematic Capture, Allegro PCB Editor, QT Creator, XCode, Eagle CAD Schematic and PCB Editor, Microsoft Office
- Hardware Tools: Oscilloscope, Signal Generator, Multi-Meter, Gauss Meter, Spectrum Analyzer, Logic Analyzer