



JOSE LEVEL

Apple Engineer | Florida International University | BS in Computer Engineering 2020

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Work Experience

HID Automation and Tools Engineer ICT 3, Apple **Oct 2022 - Present**

- Develop software tools and automation infrastructure for AppleWatch touch stack.
- Maintain and improve API for data collection and debug for multitouch and water submersion algorithms.
- Design new data parsers and streamers for tracking analytics for key metrics from users in the field.
- Plan and demo sensor features and automation strategy to executives at new product and status reviews.

HID Automation and Tools Engineer ICT 2, Apple **Aug 2021 - Oct 2022**

- Responsible for “In-Ear Detection” API and automation on AirPods and Beats products.
- Supported algorithm development and user experience studies by automating data collection and analysis from 5 sensors spanning thousands of prototype devices.
- Work with cross-functional teams to meet milestones across hardware and software layers.

Software Development, Motorola Solutions **Jun - Aug 2020**

- Expanded on the build system to compile release and test versions of firmware more easily. This increased safety of releases and streamlined the testing process significantly.
- Used Agile methodologies to fix bugs and implement new features on mobile radios.
- Performed “Voice of Customer” visits with Fire Departments to analyze feedback on prototypes.

Software and Electronics, GE Appliances **Jan - May 2019**

- Developed Python script to interpret raw touch sensor data. This allowed engineers to establish spec standards from different vendors for the UI team and easily calibrate parts.
 - Designed capacitive touch testing rig and improved testing procedures for UI PCBs.
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Projects

Magazine API with CI/CD on Google Cloud Platform **Dec 2023 - Present**

- Built with FastAPI and MongoDB, this project provides an API for searching and tagging images from “Drakes” menswear magazine and clothing store and serving them as JSON.
- End to end continuous integration and deployment including automated Pytest testing and PEP 8 adherence using Github Actions, along with Docker container building on merge with Google Cloud Build.
- Automatic deployment of managed containers using Kubernetes Engine and Google Cloud Run Service.
- Images from latest clothing items and photoshoots are scraped using BeautifulSoup and Selenium.
- Content is uploaded and distributed worldwide with Google CDN for scalability and reliability.
- Image links are indexed and tagged on Mongo Database with scaled hosting using Mongo Atlas servers.

Social Meetup App with FastAPI and React **Nov 2022 - Present**

- Web app encouraging people to share their in-person activities with friends and invite others to join.
- Backend is built with FastAPI and MySQL, JWT tokens for authentication and location mapping.
- Frontend built with React, and Bootstrap for styling with user interface built on top of Mapbox allowing users to see their friend’s activities on the map and join their group.

Using AI to Paint a Podcast **Oct - Nov 2022**

- Python app to generate podcast thumbnails using Assembly AI’s speech-to-text API to process podcast audio and summarize them into usable prompts which are fed into Stable Diffusion’s art generator API.
- Front end uses Streamlit for clean UX and easy deployment.