Jacob Sharf

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Work Experience

Google Pixel Buds
September 2019 - Present

- Own continuous integration builds, branch management, and release process

Google Daydream VR Controller Team
May 2017 - Sep 2019

- Firmware engineer for low-latency highly repeatable position tracking system.
- Android Development, Bluetooth-Low-Energy (BLE) 4.0, and USB experience.

Google Platforms GPU System Software
July 2016 - 2017

- Managed platforms introduction of NVIDIA P100 GPU
- Developed UEFI driver module for custom PCIe device.

Google Engineering Residency Program
July 2015 - 2016

Waymo Firmware Residency firmware, physical device simulation, systems programming
Google Storage Device Emulator Residency wrote emulator to replace costly hardware test rigs.

Flight Software Intern at SpaceX Technologies
June-Sep 2014

- Developed Crew Dragon Audio Module.
- Audio Compression Codecs, C++ hardware driver experience

Software Intern at Coverity
Jun - Sep 2013

- Developed tool for analyzing performance of Coverity's static analysis

Internship with CASIT Biomedical lab @ UCLA.
April – Oct 2012

- Wrote firmware for smart prosthetic devices. Bluetooth, PIC, I2C.

Skills

Professional experience with VR, Space Exploration, Self-driving cars, and prosthetics.
Hobbyist experience with PCB design, SMD soldering, welding, composite layup and woodworking.

Education

University of California, Los Angeles, B.S. in Computer Science
Class of 2015

Extracurricular Activities

Google 20% Projects

- **Google Repair Cafe**: Organized Google's first repair cafe. ~180lbs of broken goods fixed per-event.
- **ResurrectBot**: chatbot used by over 100 teams at Google to prevent group chats from expiring.

IEEE UCLA Project Manager
Sep 2014 - June 2015

- Responsible for reviewing all club project designs, code, PCB layout, and algorithms

IEEE UCLA Officer for NATCAR Competition
Sep 2012 – May 2013

- Managed 40 students that designed and built several line-following robots