Jacob Sharf

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Work Experience

Google
July 2016 - Present

Google Pixel Buds
Own continuous integration builds, branch management, and release process. Managing Jenkins configuration & integration with internal build systems.

Daydream VR Controller Team
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
Managed platforms introduction of NVIDIA P100 GPU. Automated GPU driver installation at scale.
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.
Languages & Technologies C++, Java, Linux, FreeRTOS, STM32, Machine Learning, OpenCL, GPUs

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 Student Officer
Sep 2012 - June 2015

- Project Manager responsible for reviewing all club project designs, code, PCB layout, and algorithms
- Lead of NATCAR competition. Managed 40 students that designed and built several line-following robots

Neural Network Framework

- Created machine learning framework in C++. Runs on OpenCL backend for cross-platform support.