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| Education

2013–2018 \circ

B.S. Biomedical Engineering, The University of Texas, Austin, TX, 3.65

Track III: Computational Engineering

Experience

2021-2022

Sr. Systems Software Engineer - GPU, Nvidia, Santa Clara, CA

RISCV/CoreOS

- Implemented drivers for cryptographic compute engine. Deployed to Hopper/Ada chipsets and DriveOS 6+.
- o Implemented root-of-trust library for confidential compute. Deployed to Hopper chipsets.
- o Implemented FSP drivers and integrated coverity into CI/CD pipeline for DriveOS.

2020-2021

2018-2020

Sr. Embedded Software Engineer, Stryker, San Jose, CA

Embedded Software Engineer, Stryker, San Jose, CA

1788 Camera Control Unit

- Implemented bootloader and drivers (Cortex M4).
- Incorporated FreeRTOS into project and added first few tasks.

SYNK 4K Wireless Video Platform

- O Authored SW requirements, specification, and design document to meet IEC 62304 FDA standards.
- Software team-lead and majority contributor (Cortex M3).
- Implemented application-layer, driver-layer code, unit tests, POST, CI/CD pipeline, and in-field upgrade.
- O Led 2 rounds of board bringup with suppliers just after PCB print/tapeout.
- $_{\odot}$ Merged over 150 pull requests and resolved over 100 JIRA bugs with median resolved time < 2d.
- Recognition: "One Team" Cultural Beliefs Award (Q3 2019), "Best Performance in a Leading Role" (2019), "SYNK 4K Employee of the Month" (Aug 2019, Jan 2020).

2017-2018

Software Engineer, Texas Biophotonics Lab, Austin, TX

MoleScope

- Developed iOS application (Swift) to collect and push images to OpenCV server.
- Developed Python+OpenCV server to calibrate, white balance, and calculate probablity of malignancy.

2017

Software Engineer Intern, Stryker, San Jose, CA

1688 Camera Control Unit

 Designed/implemented camera autofocus algorithm. Implemented POST and flash driver with load-balancing.

2016

Software Engineer Intern, Abbott, Plano, TX

iOS Test Automation

- Implemented automated regression test and CI/CD pipeline for all HW/SW combinations anytime a new iOS beta/version was released.
- Wrote team code guidelines doc and refactored automation code base to follow the guidelines. Reduced codebase volume by 85% with significantly improved readability/maintainability.

| Computer skills

Lanuages C, C++, Python, Bash, Java, C# **SW Tools** Git, RTOS, JIRA, Jenkins, OpenCV

Protocols UART, SPI, I²C, USB, HDMI

Targets Arm Cortex-M, RISC-V, iOS, Android **Peripherals** Camera, EEPROM, LED, Flash, GPS

Equipment Logic Analyzer, Oscope, Solder Iron