

## Contact

📍 San Francisco, CA  
✉ kevin.scott.softwaredev@gmail.com  
🌐 github.com/kscott27  
🌐 linkedin.com/in/kevinm-scott-kms  
🌐 kscott27.wixsite.com/kevinscott

## Languages

C++ (Proficient)

C

Python

JavaScript

HTML

React Native

## Technologies

Robotics

Linux

VxWorks

Firmware

RTOS

Docker

ARM

PPC

## Interests

Running (2 Marathons)

Weightlifting

CrossFit

Basketball

EDM

Skiing

Baseball

Football

Cars

Hiking

Camping

Golfing

# KEVIN SCOTT

## Software Engineer

## Experience

Embedded Software Engineer  
Yaskawa America, Inc

2018 – Present

C++ C Linux VxWorks RTOS ARM PPC Docker Robotics Firmware googletest Azure Pipelines

- Implemented motion control and I/O support for A1000 inverter drive on MP3300iec series controller (feature support released in May, 2019).
- Interact with full production firmware stack to achieve feature development and bug-fixes on daily basis.
- Utilize a strong knowledge of polymorphism and object-oriented programming to drive efficient and sustainable C++ software design.
- Implement unit test and integration test coverage for all production code changesets.
- Utilize a working knowledge of transformation matrices and kinematics to interact with motion-control firmware.
- Thoroughly document design decisions regarding code additions and refactors.

## Projects

Full-Stack Mobile Chess App

github.com/ChessApp

C++ JavaScript React Native Docker Linux Python googletest Expo Client AWS AWS EC2

- Game engine leverages personally designed C++ algorithms to enforce all rules.
- Compiled executable runs on a server, receiving input from connected mobile clients via HTTP requests and returning the new game state in XML format.
- Mobile-friendly GUI client is written in JavaScript using React-Native, and is deployed using Expo Client.
- AWS EC2 is used as the server for deploying the back-end C++ executable and connecting to users via the mobile client.
- Users can play against each other remotely through their respective mobile devices.
- Docker is used for capturing C++ build environment and JavaScript run-time environment.
- Googletest is used for unit test infrastructure and Python is used for integration test and automated debug infrastructure.

Personal Finance Transaction Sorter

github.com/kscott27/TransactionSorter

Python PyQt5

- Parses bank statement csv files and groups transactions into custom, user-defined categories for further analysis and monitoring.
- Stores keywords from transaction names that were categorized by user-defined criteria so the user never needs to manually classify a transaction with that keyword again.

Extended Kalman Filter

github.com/kscott27/Udacity-ExtendedKF

C++ Linux Robotics

- Implemented algorithms for Kalman filtering data sets of noisy lidar and radar measurements.
- Utilized object-oriented principles to increase code-reuse and create a scalable framework for filtering other types of sensor data.

3-Axis Heat Flux Calibration Robot

kscott27.wixsite.com/kevinscott

C++ RTOS Robotics Python PyQt5

- Integrated C++ software into AVR FreeRTOS to achieve autonomous 3-dimensional motion, read digital thermocouples, and convert analog gauge output voltages into digital signals.
- Designed, ordered and manually soldered custom PCB in order to condense necessary peripheral electronics.
- Designed GUI using Python to interface with device over serial via a remote computer.

Dual-Axis Automated Nerf Gun

kscott27.wixsite.com/kevinscott

Python RTOS Robotics

- Utilized proportional closed-loop feedback from encoders and accelerometer for position control.
- Utilized transformation matrices and vector spaces to calibrate device based on error measurements.

## Education

B.S., Mechanical Engineering, Concentration in Mechatronics  
California Polytechnic State University, San Luis Obispo

Cum Laude  
Sept 2013 – June 2018

Online Nanodegree: Self-Driving Cars, Part 1  
Udacity

2018