Navin Edward Alvares Prabhu

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SUMMARY

10+ years' work experience in Systems Engineering and Program Management. Now realize that my true calling is Front End Development. Actively looking for mid-entry level Front End Developer/Engineer or Software Engineer positions

PROESSIONAL EXPERIENCE

APPLE COMPUTER, INC.   **Cupertino, CA**
Engineering Program Manager   **Aug 2019-Present**
- Supported early definition and drove closure of architecture and technical opens for iPhone Inductive Power features
- Built schedules, identified critical paths, and coordinated cross-functional teams to ensure critical deliverables
- Identified and highlighted technical risk areas and mitigation strategies in partnership with Apple technologists

KARMA AUTOMOTIVE   **Irvine, CA**
Program Manager   **Sep 2017-Aug 2019**
- Defined Vehicle Software timing for Karma's 2nd edition Revero to ensure software readiness for production builds
- Instituted a "top-down" structure for Requirements and Specifications documentation to facilitate proper cross-domain software development

FARADAY FUTURE   **Gardena, CA**
Program Manager, Vehicle Software   **May 2016-Aug 2017**
- Defined Vehicle Software timing for Faraday Future's FF91 vehicle line. Primary responsibility to ensure software readiness at key vehicle milestones across entire lifecycle of the vehicle line.
- Worked hands on with software developers and was Scrum Master for Systems Testing and Validation teams.

WESTERN DIGITAL INC. (August 2008 – May 2016)   **Irvine, CA**
Staff Engineer   **May 2014-May 2016**
- Coordinated 15 engineers across U.S, Thailand, and Malaysia to develop latest cutting-edge magnetic writing technology enabling 15% increase in Hard Disk Drive Areal Density.
- Provide recommendations to upper management based on risk analysis conducted periodically during project development phase.
- Worked directly with field engineers from Facebook, Apple, and Dell to define hard disk drive product specifications to develop new customer-driven hard disk drive products. In charge of marking sure that products passed all OEM test specifications in prototype testing phase.

Senior Engineer Electronic Design   **December 2010 - May 2014**
- Lead engineer for research, planning, design, and prototyping phases for firmware efficiency features.
- Characterized Non-Volatile Memory (NAND) samples from vendors such as Hynix and Toshiba to develop robust read channel model used in the development of in-house Solid-State Drive products.
- Coordinated a team of 3 PHDs in designing in house read-channel chip for the company's first Solid State Drive prototype. Involved in data collection of multiple Low Density-Parity Check (LDPC) code rates and collecting Error Rate data.

Systems Engineer   **August 2008 - December 2010**
- Worked on Hard Disk Drive system level bring-up and failure analysis. Identified failure outliers, firmware bugs, and worked with cross-functional teams in developing, testing, and validating fixes.
- Analyzed products from competitor companies such as Seagate, Toshiba, and Samsung. Using an oscilloscope and basic electrical engineering concepts was able to decipher nature of the competitor's firmware features and data integrity preservation methodologies.
- Provided detailed analysis containing feature domain, description, and performance metrics to upper management to support company's strategic planning.

TECHNICAL SKILLSET

- JavaScript, HTML, CSS, Vue JS, Python 3.0, C, C++, Matlab
- Git, MS Excel, JIRA, Jama, Polarion, Figma, Draw.io

PERSONAL GITHUB PROFILE

- I have created my personal GitHub account to upload several projects that I have worked on as part of my self-study efforts
- Amongst all the projects that I have completed and uploaded to GitHub, the one that is very dear to me, on a personal note, is my project to digitize a board game, Scotland Yard, that I played growing up as a child. I have worked on two variants of the game:
    - A spreadsheet version which I designed in Google Scripts using Google Sheets as the main skeleton
        - Loom Recording: https://www.loom.com/share/fbf0a4f2e6f24ae1ab7beae9e2bb0a60
        - Repo: https://github.com/neaprabhu/ScotlandYard
    - A Web version of the same game that I shadowed my mentor on to exercise my Vue JS, JavaScript, HTML, and CSS skills
        - https://scotlandyard.muscateers.ca/#/

EDUCATION

UCLA Anderson School of Management   Los Angeles, CA
M.B.A., Fully Employed Program   Jun 2017

UCLA HENRY SAMUELI SCHOOL OF ENGINEERING AND APPLIED SCIENCE   Los Angeles, CA
M.S., Electrical Engineering, Concentration: Digital Signal Processing   Jan 2013

CHRISTIAN BROTHERS UNIVERSITY   Memphis, TN
B.S., Electrical Engineering, Minor: Mathematics, Physics   May 2008
- *Leadership:* President TN Delta chapter of Tau Beta Pi

SELF TAUGHT COURSEWORK
- **Become a Front-End Developer** (Educative.io)   In-Progress
- The Modern JavaScript Tutorial (https://javascript.info/)
    - *Part 1 – The JavaScript language*
- JavaScript30 (https://javascript30.com/)
- Git Complete: The definitive, step-by-step guide to Git *(Udemy)*
- Complete Python Bootcamp: Go from zero to hero in Python 3 *(Udemy)*

ABOUT ME

- Born in India, raised in the Sultanate of Oman, moved to the US for college, Permanent Resident of Canada, Citizen of Portugal. I consider myself a true global citizen
- I love to play the guitar. I am a big fan of classic rock-n-roll, the blues, and alternative rock
- In my free time, I like to cook and strive to live a healthy and active lifestyle
- I enjoy travelling and exploring new places. I personally feel it is the best way to broaden ones' perspectives in life