STEPHEN NIEDZIELSKI DEVELOPER

Hi, my name is **Stephen**. I'm a **developer** seeking to work with **awesome people** at a **modern company**. I have a diverse skill set but most closely align with Android programming, GNU / Linux coding, and embedded development. Keep my resume open and give me a call to understand how I fit into your team. Here's my contact information:

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EXPERIENCE

Software Engineer at Newisys in Colorado Springs, CO, from Aug 2012 to Present

Newisys is a small R&D startup of Sanmina. I'm a firmware programmer, hardware bringup guy, and host tools application developer for our server and JBOD lineup. Within a few months of starting, I developed a major portion of the software stack from alpha-board bringup to sustaining engineering of our 2012 flagship product, an advanced embedded server motherboard.

I have also been responsible for architecting our Python host tools for easily managing JBOD storage enclosures. The application features support for firmware upgrades, decoding event log binaries, and reporting fan, temperature, and other statuses. Additionally, I designed the framework all our server and JBOD products have now adopted for regression testing.

Skills: C, Python, Git, Bash, Zsh, Eclipse, VirtualBox, QEMU, Ubuntu, Green Hills (GHS), ThreadX, Expanders, Sublime Text, SES, SCSI, SMP, I2C, Ethernet, JTAG, UART, SPI, Storage Servers and JBODs, sg3-utils, JIRA, Doxygen, CentOS

Senior Computer Engineer at VendScreen in Seattle, WA, from Apr 2012 to Jun 2012

VendScreen is a tiny startup that aspires to revolutionize the vending machine industry using the Android platform. I owned the peripheral bootloader and firmware, including the communication layer between the application processor and vending machine coprocessor. I also made notable contributions to the build system and manufacturing processes.

The VendScreen founders were concession industry veterans but very fresh to software development. This disconnect led to many disagreements and an ultimate fallout between teams, including one of the two cofounders being forced out. Although this endeavor didn't pan out to be the adventure I had hoped, it's been one of my best learning experiences.

Skills: Android, C, C++, Java, JNI, Chroot, PIC18, ADB, SPI, MDB, Bash, VirtualBox, Git, Pbuilder, Logic

Software Engineer II and Founding Member at Samsung AT&T and T-Mobile R&D Lab in Bellevue, WA, from Jun 2011 to Apr 2012

Samsung's Android phone and tablet lab was a unique opportunity and special experience. I was one of the first five employees and actually made our initial code release. We grew rapidly and I built the majority of lab infrastructure and fundamental tooling needed to enable developers as we went, everything from the build servers to the wiki. I even met with the electrician to make sure our battery backup could handle the load. I invented numerous, sometimes novel, engineering solutions in the face of resource limitations, policy, and heritage systems. Some critical examples included implementing incremental builds in the Samsung code base, remote Android Eclipse debugging, and virtual ODIN flashing. In general, I defined and matured many core processes.

In addition to being the infrastructure lead, I was also the Android software project lead for

City ID and Name ID platform implementations on all AT&T and T-Mobile devices (20+ platforms). The majority of this work was mostly at the Android application and middleware layers. I also did regular pre-launch triage support for many other apps including Ready2Go, Qik, and Social Hub. Lastly, I was the lead Perforce integrator and local scripting expert. I defined the lab integration patterns and incrementally developed many integration, shell, and ADB test automations from interim solutions to robust essentials. My adaptability, commitment, willingness to wear many hats, and the foundations I helped establish and evolve, were greatly responsible in part for the successful launch of the new lab.

Skills: Android, Java, Git, Perforce, Bash, Make, Eclipse, Sed, ADB, NFS, Jenkins, Ubuntu, Cygwin, Redmine, MediaWiki, Samba, NIS, VirtualBox, ODIN, SQLite3

Engineer at Qualcomm in Boulder, CO, from Nov 2009 to Jun 2011

I was the primary UEFI developer for the USB peripheral driver during Windows 8 bringup. I was also the lead integrator for USB, UART, and other technologies on all WP7 platforms. Our team placed high value on and was a paradigm for test automation as well as static and dynamic code analysis. As a result, we were recognized for frequently maintaining a zero weekly bug count. Overall, I enjoyed my time at Qualcomm and I'm proud of the contributions I made.

Skills: USB, UEFI, C++, C, Perforce, Bash, Zsh, FPGA, Windows Phone 7, Windows Mobile 6, Windows 8, Cygwin, Perl, Sed, Trace32, C#, Visual Studio, DLL, Bugzilla, JIRA, EHCI, BullseyeCoverage, MSBuild, Clonezilla, QXDM, (Platform) Builder, Doxygen, Mscgen, Graphviz

Software Engineer (Contractor) at Nintendo Technology Development, Inc. in Redmond, WA, from May 2008 to Oct 2009

I was a USB firmware developer for the Nintendo Wii in a tiny but brilliant R&D department. I worked on the EHCI and OHCI host layers, various device drivers, middleware, demos, the build system, and everything in between. I also wrote extensive test automation suites and even developed on a custom peripheral for exercising corner cases. I was offered an RFT position as a game systems designer for rapidly prototyping hardware and software concepts and continued work on the USB stack, but chose to pursue other opportunities to gain more industry exposure.

Skills: C, C++, USB, EHCI, OHCI, Bash, Hudson, Wii, Nintendo, Cygwin, Make, CVS, SVN, Sed, Visual Studio, CodeWarrior, Bugzilla, Verilog, CodeWarrior, Visual Studio, IncrediBuild

<mark>EDUCATION</mark>

BSCE at DigiPen Institute of Technology in Redmond, WA, from Sep 2005 to Apr 2009

DigiPen offers a comprehensive curriculum with unmatched challenges in academia. I was one of their first computer engineering graduates. My coursework included writing an embedded kernel and USB drivers from scratch for multiple architectures, designing real-time image processing electronics, and co-developing a method of volumization using Riemann sums and infrared sensors. I designed, simulated, and synthesized a graphics processor for mobile systems under the mentorship of the department chair. I was also a student ambassador and even appeared in the semi-monthly newsletter on several occasions.

Skills: C, C++, Linear Algebra, Calculus, Verilog, USB, Kernel, FPGA, Assembly, Eclipse, RTOS, UART, I2C, SPI, Cygwin, SVN, TCP / IP, Python, PIC18, ColdFire, Z80, Game Boy, GBC, and Advance, MATLAB, 3ds Max, Win32, Visual Studio, MPLAB, EAGLE, Active-HDL, Quartus, Doxygen, FPGAs, PLDs, MCUs

INTERESTS

When I'm not working, I'm usually coding. The pursuit of personal projects and personal growth are both very important to me. I'm currently developing an image processing application for Android, a cross-platform subliminal priming application for a local psychology study, and my personal website. I also enjoy cycling as well as classic and indie videogaming.