Christopher Peplin

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Employment

April 2014 - Present

Lead Software Engineer

Stratos Card, Inc. Ann Arbor, MI stratoscard.com Linking engineering, manufacturing, marketing, product development, QA and support as a cross-functional software engineer and project manager. Developing PIC18 and CC2541 firmware for the Stratos Card, including a custom Bluetooth Smart protocol. Implementing the Stratos HTTP API in Python, used for mobile and web clients. Building end-to-end security for virtually issued payment cards. Translating designs from Marketing into a functional, customer facing web app.

July 2011 - April 2014

Research Scientist in Vehicle Design & Infotronics

Ford Motor Company Dearborn, MI Designed, implemented and released OpenXC, an open source hardware and software platform for interacting with vehicles from mobile devices. Served as the lead maintainer at Ford and in the open source community. Evangelized open data and open source software in the automotive industry through international workshops and speaking engagements. Facilitated developers in an OpenXC-based national app challenge.

September 2009 - July 2011

Director of Software Development

Bueda Inc. Pittsburgh, PA Organized a tight-knit team of developers behind the young start-up's semantics-oriented web applications. Coordinated research & development, cloud infrastructure and deployment of Python and C++ applications on Amazon's EC2 platform.

Education

2009 - 2011

M.S. in Information Networking

Carnegie Mellon University
Pittsburgh PA

Cumulative GPA: 3.79

Pittsburgh, PA Topics: Virtualization, Large Scale Internet Services & Data Center Operation, Distributed Systems, Data Mining,

Electric Power Infrastructure Management

2005 - 2009

B.S. in Computer Science

University of Michigan Ann Arbor, MI Cumulative GPA: 3.53

Topics: Concurrent & Parallel Systems, Databases, Web Applications, Artificial Intelligence

Experience

2011 - Present

OpenXC: An Open Source Vehicle Data Platform

Open Source Maintainer openxcplatform.com

Developing new features for the multi-platform vehicle interface firmware for bidirectional translation of vehicle data to developer-friendly formats. Extending the Android tools to support transmitting data to vehicles.

2010

Threephase: A Web-based Power Industry Game

Engineering & Economics of Power Systems Carnegie Mellon University Designed and implemented a real-time strategy game simulating operational challenges in the electric power industry; a Ruby on Rails application with JavaScript visualizations.

Languages

Python, Java, C, Ruby, C++, Javascript

In order of fluency.

Semantic HTML, CSS, SQL

Frameworks and Tools

Arduino, PIC18, PIC32, LPC1768, CAN, Bluetooth 2/3 and 4. Flask, Jekyll, SQLAlchemy, Django, Tornado, Rails