

Robert Konrad Claus

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Objective

Finding a rewarding position to apply my technical and creative skills.

Education

University of California Berkeley, Berkeley, CA 2010-2014
B.S. Chemical Engineering
Minor Electrical Engineering and Computer Science
GPA 3.7

Work Experience

Integration Engineer – Epic Systems, Madison WI Fall 2014-Present

New Zealand EDI Lead, Singapore Standards Lead

- Analyzed technical specifications, workflows, and needs of customers.
- Estimated development effort given existing infrastructure and process.
- Delegated specialized tasks to area experts and managed progress to meet timelines.
- Coordinated with other teams to establish accurate fixed estimates for cross-application projects.

Integration Application Coordinator and Technical Support

- Organized projects with customer teams to install and optimize new software features.
- Solved technical issues when they exceeded the expertise of customer teams.
- Communicated with coworkers to quickly find solutions for customers.

Integration Developer

- Programmed enhancements and fixes for existing software in multiple languages and frameworks.
- Designed and developed the full stack for a new product from prototype to community adoption.
- Applied ISO certified development and change control processes and made process improvements.

Lam Research Intern - Lam Research, CA Summer 2013

- Qualified replacement parts for use in industrial plasma etching tools by testing performance.
- Learned to collect and present data efficiently, safely replace electrical components in an industrial workplace, and run industrial tools including plasma etchers and measurement tools.

Undergraduate Researcher - Maboudian Research Lab at UC Berkeley 2012 - 2013

- Produced published work on the limitations of biomimetic adhesives on rough surfaces.
- Improved and worked with experimental procedures.

Extracurricular Projects

Projection Mapping Board Game 2015

- Developed an interactive board game using projection mapping.
- Learned OpenCV image processing to detect and track key objects and project images onto them.

Virtual Reality Hackathon 2014

- Produced a virtual reality game including limb tracking, finger tracking, and naturally walking.
- Combined Oculus Rift VR Goggles, Microsoft Kinect body tracking, and Leap Motion hand tracking.

Arduino Development 2012-Present

- Created a number of projects including a quadrotor, numerous web based temperature sensors, a browser driven RC boat, completely custom laser cutter hardware and software, and other weekend projects.

Skills

- Experienced in relational database design and implementation.
- Proficient in C#, HTML, Javascript, MUMPS/Cache, SQL (MSSQL), Visual Basic, and Matlab.
- Knowledgeable in ASP.NET, Node.js, AngularJS, and Ionic Framework.
- Familiar with Subversion and GIT.
- Exceptional in Microsoft Office spreadsheets, Word, and PowerPoint.
- Fluent in German and English. College level Spanish.