Saul Reynolds-Haertle

saul+resume@saulrh.com
https://github.com/saulrh
1010 16th St Unit 625
San Francisco, CA 94107

Skills

- Languages: Python, C++, SQL, Rust, Perl, C#, Lisp, Ruby, Bash, Java. If it has documentation, I can build with it.
- Technologies: Linux, git, GNU Emacs, relational databases, Google Borg, CAN bus.
- Concepts: Software engineering, robotics, code quality, data structures and algorithms, distributed computing, databases, software reliability, artificial intelligence, linear algebra, linear controls theory, embedded development, technical writing and documentation, communicating sequential processes, science fiction literature and writing.

Experience

Software Engineer — May 2018 – Current
Google — San Francisco, CA

Built and maintained internal tooling and infrastructure to measure and ensure data quality in the Knowledge Graph. Owned a service for evaluating production data quality at scale (>200k facts checked per second) and designed and implemented code changes to preserve functionality through API changes and migrations.

Software Engineer — January 2017 – May 2018
Cybraics — Atlanta, GA

Part of a small Agile team that built tools to present results to the SOC team for analysis and review and to customers for action. Used Ruby on Rails and PostgreSQL to respond to evolving business and technical needs during rapid early growth.

Software Developer — June 2015 – December 2016
athenahealth — Atlanta, GA

Part of a team that built an OLAP cube system and scaled it to 5M jobs per morning for user analytics in athenahealth's revenue cycle management and medical billing product. Delivered significant performance and reliability improvements: Profiled system to improve pathological queries from ~2000s to <30s, doubled throughput by deferring cleanups to off-peak hours, rewrote cube fill planning to improve resilience and correctness.

Research Assistant — September 2008 – May 2015
Georgia Institute of Technology — Atlanta, GA

Researched planning algorithms for improvised tools, manipulation planning, and wearable computing. Author on 4 publications, see https://goo.gl/o3jR7R. Implemented device drivers, motor controllers, inverse kinematics algorithms, and a teleoperation user interface for a humanoid robot optimized for heavy-duty manipulation planning research.

Education

Bachelor of Science in Computer Science — May 2012

- Georgia Institute of Technology, Atlanta, GA
- Specializations in Artificial Intelligence, Computer Science Theory, Embedded Devices.
- Degree awarded w/ Highest Honors; Dean's List; Faculty Honors; President's Undergraduate Research Award
- Courses: Introduction to Artificial Intelligence, Special Topics Humanoid Robotics, Advanced Design and Analysis of Algorithms, Machine Learning, Prototyping Intelligent Appliances (total 129 credit-hours)

Student: Doctor of Philosophy in Robotics — August 2012 – May 2015

- Georgia Institute of Technology, Atlanta, GA
- National Science Foundation Graduate Research Fellowship Program Fellowship
- Courses: Computer Vision, Artificial Intelligence, Linear Systems and Controls (total 61 credit-hours)