

Stephen Wayne

Experience

Sling TV | Staff Golang Software Engineer | October 2019 - Present

- Developed standalone Go tool to clean stale data in Cassandra across multiple environments
- Developed multi-stage Docker builds to reduce deployable image size (30x reduction)
- Contributed to multiple scalable microservices in Go
- Improved CI/CD pipeline for multiple microservices

Josh.ai | Software Engineer III | April 2017 - October 2019

- Developed a cross-platform date and timezone library for Josh
- Built support for multiple complex device integrations
- Currently building machine learning predictive platform based on user interaction and contextual data
- Designed software architectures for multiple complex, widely-used internal technologies
- Developed REST API for Josh Micro device interaction
- Designed hardware for embedded Linux platform (Josh Micro)

SEELab, UCSD | Graduate Researcher | 2016-17

- Developed intelligent frequency-hopping algorithms to maintain wireless communication in noisy environments
- Created drone-based distributed network, with emergency responders as a primary use case
- Developed distributed drone system to detect anomalous chemical signatures
- Developed real-time data visualization tools

First RF | Embedded Systems/RF Intern | Summer 2016

- Designed, built, tested and analyzed novel X-Band radar
- Built internal signal processing algorithms and testing software

Lowry Engineering | Python Developer | Fall 2014 - Summer 2015

- Developed software tools to interface with ArcGIS for data capture and export
- Automated cost analysis for building trails across variable changes

NASA Jet Propulsion Laboratory | Engineering Intern | Summer 2013-14

- Developed models and architecture for small satellite communication in deep space
- Designed experiment to characterize Martian atmosphere by Doppler-tracking balloon-borne probes
- Analyzed multipath signals from GRAIL spacecraft for lunar surface characterization

Projects

showCal | Easily add TV showtimes to your Google Calendar

- React.js front end - OAuth2, showtime data display, calendar add options (in progress)
- Golang backend - implement REST API for React.js client (in progress)
- Hosted on AWS (in progress)
- Work towards full CI/CD (in progress)

Guided Parafoil System | A novel small-payload delivery system for planetary orbiters

- Sponsored and mentored by NASA Ames Research Center
- Presented the project at the IPPW research conference in Cologne, Germany
- Team lead, designed electrical systems architecture, built embedded software
- Developed control and data acquisition software for Teensy 3.1

Contact

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Education

M.S.

Electrical/Computer Engineering

UC San Diego | 3.8 GPA

CS Research Lab

B.S.

Electrical/Computer Engineering

Univ. of Idaho | 4.0 GPA

Summa Cum Laude

Skills

Languages/Frameworks

Golang

C++ 14

C# 3.0

Python 2/3

Matlab

React/Node.js (novice)

Other Technologies

Cassandra

Docker

Jenkins

Kubernetes

Linux/Unix

Unit testing

Git/Jira

SQLite/MySQL

AWS S3 (novice)

Relevant Courses

Probabilistic Learning

Machine Learning

Data Structures and

Algorithms

Distributed Control

Networks

Computational Simulation

Digital Logic

Calculus I/II/III

Differential Equations

Linear Algebra

Digital Signal Processing

Embedded Security

RF Circuit Design

Low Power Circuit

Design

Advanced

Electromagnetics

Antenna Theory/Design