(404) 585-1629

David A. Buzzell

mail@davidbuzzell.com www.davidbuzzell.com

EDUCATION

Carnegie Mellon University, Pittsburgh PA

Bachelor of Science in Electrical and Computer Engineering Bachelor of Science in Music and Technology

May 2017 August 2017

WORK EXPERIENCE

DSP Software Engineer at DSP Concepts

July 2021 - present

- Manage unit testing project by adopting Googletest C++ framework
- Implement a Python interface for the embedded C audio library with ML application
- Architect new audio signal designer tool for PC with C++ and Python interfaces

QA Test Software Engineer at DSP Concepts

May 2020 - July 2021

- Architect new Python package for embedded automated deployment through Jenkins
- Extend audio regression test scripts for the AudioWeaver MATLAB platform
- Built software test plan for embedded software products running on Cortex-A/M, Tensilica HiFi, Hexagon DSP, and SHARC+ target architectures
- Established code quality analysis and automated reporting for MISRA compliance

Software Engineer at iRobot

Robot Simulator Specialist

November 2019 – March 2020

- Supported uptime of simulated robots in AWS Robomaker running 50 mission hrs/day
- Enhanced automatic log extraction to evaluate simulated robot performance for every robot cleaning mission and auto-populate online reports through SQL queries
- Reviewed contributions to 3 different code repositories in C++, ROS, and Python

Automation Infrastructure Developer

February 2019 – November 2019

- Architected new company-wide Python automation for robot software testing
- Automated robot log file evaluation, reducing manual log review time by 5 hrs/week
- Reduced manual testing time by 30% through weekly 1:1 training sessions
- Pioneered 466 code standards (Pylint) and distributing code documentation (Sphinx)

Product Delivery QA

November 2017 - February 2019

- Designed 40% of manual test plan for next-gen autonomous cleaning robot software
- Assisted factory operations in quality assurance for release of the Braava Jet m6 robot

RESEARCH **PROJECTS**

Depth-Controlled Ambisonic Audio

May 2017 – August 2017

- Interfaced with Microsoft Kinect sensor to track user movements in a 360° speaker ring
- Relayed these movements through MaxMSP to 2nd order ambisonic audio processing
- Replicated a 3D auditory experience by decoding signals for an 8-channel output

RELEVANT SKILLS Languages: Python, C, C++, Bash, SQL, Groovy (Jenkins), MATLAB, CMake

<u>Libraries:</u> MaxMSP, EAGLE, ROS, AudioWeaver, Pytest, Jupyter

Targets: Arduino, Raspberry Pi, STMicro, NXP, Android

Tools: Git, RegEx, Sphinx, Doxygen, JIRA, Pytest, Googletest

Audio: Ableton Live, Pro Tools, Audacity, MuseScore, Reason, OSC, Audio Weaver

COURSEWORK

18-491: Fundamentals of Signal Processing

18-551: Signal Processing Systems Design

57-347: Electronic & Computer Music

18-349: Embedded Real-Time Systems

18-493: Electroacoustics

15-323: Computer Music Info Processing