

Work Experience

- **Apple Inc** Cupertino, CA
Acoustic Test Engineer *July 2010 - Present*
 - Planned, organized, maintained and commissioned acoustic test systems on the iPad production lines. Planned resources in order to meet deadlines.
 - Managed a team of acoustic engineers in China during factory introduction builds to ensure successful implementation of acoustic test plans.
 - Supported and coordinated acoustic testing during pre-production and factory introduction builds of new products in China.
 - Developed plotting tools in Python to help facilitate data analysis.
 - Developed a data collection server in Objective-C using Bonjour and Distributed objects.
 - Developed a subjective testing web application using Ruby on Rails and MySQL.
 - Other duties include: schematic and PCB design for test boards, creating documents, and test development plans, coordinating test results to other teams.
- **Apple Inc** Cupertino, CA
Camera Test Engineer *February 2009 - July 2010*
 - Planned, organized, maintained and commissioned camera test systems on the iPod/iPhone production lines. Planned resources in order to meet deadlines.
 - Managed and trained several engineering teams in China during factory introduction builds to ensure successful implementation of camera test plans.
 - Supported and coordinated camera testing during pre-production and factory introduction builds of new products in China.
 - Designed and debugged camera test fixture prototypes. Worked directly with fixture vendors on improving design and manufacturing issues.
 - Developed and maintained Objective-C software to control camera test systems.
 - Other duties include: implementing new tests, improving cycle time, developing control software, creating documents, and test development plans, coordinating test results to other teams.
 - Used Perl to help facilitate data collection.
 - Used Matlab to help facilitate data analysis.
- **Apple Inc** Cupertino, CA
Test Engineer (Internship) *June 2008 - August 2008*
 - Managed, designed, developed and commissioned an automated test solution for the control capsule found on Apple headphones. This test reduced costs and time on the production line and is currently being used across all Apple products.
 - Firmware Development in C
 - PCB Design / Layout using CadSoft Eagle
- **Strategic Wealth Management (Self-employed)** Baton Rouge, LA
IT Consultant *June 2007 - December 2008*
 - Administered computer networks.
 - Provided technical support for various computer issues.
 - Managed small business Microsoft Exchange mail systems for clients.

Education

- **B.S., Electrical Engineering (GPA: 3.0)** Baton Rouge, LA
Louisiana State University *December 2008*
 - Relevant courses: Physics, Digital VLSI Design, Digital Logic, Microprocessor Interface Design, Engineering Economics, Capstone Design

Honors

TOPS Scholarship 2003-2006
Dean's List 2004-2005
Leader Shape Conference 2006

Professional Activities

NSCS Member / Webmaster 2003-2007
Member of SAE International 2004-2006
Vice President LSU IEEE 2007-2008
College of Engineering Senator 2006-2007

Skills

Familiar Languages: C/C++, Objective-C, Perl, PHP, HTML, CSS, Visual Basics, Ruby, Python

Operating Systems: Linux, MacOS X, Windows 95/98/NT/2000/XP

Applications: MatLab, CadSoft Eagle, Cadence Allegro PCB Designer, MS Office

Lab Skills: Digital/Analog Scopes, Function Generators, Breadboards

Miscellaneous: Self taught and a fast learner, excellent troubleshooting and debugging skills, exceptional problem solving skills

School Projects

- **Intelligent Ground Vehicle Competition** Baton Rouge, LA
Embedded Systems / Sensor Integration *August 2007 - May 2008*
 - Worked in a team that designed and developed a robot that navigates an obstacle course autonomously and using GPS waypoints.
 - The team was interdisciplinary consisting of two mechanical engineers and three electrical engineers.
 - Developed a wireless emergency stop system using PIC microcontrollers, infrared sensors, and off the shelf wireless serial modules.
 - Integrated the A* path planning algorithm into our system using C++.
- **USB MIDI Controller** Baton Rouge, LA
Embedded Systems *August 2007 - December 2007*
 - Designed and developed a MIDI controller using a PIC microcontroller that communicates with a computer via a USB (HID) port to control virtual instruments in various Music Production Software.
 - Software Development in C#
 - Firmware Development in C

Interests

Academic: Programming, Microcontrollers, Robotics, Integrating Art with Technology, Tangible Interfaces, Build-Make-Design-Create Things

Sports: Soccer, Snowboarding, Spear Fishing, Rock Climbing

Arts: Playing the Guitar, Learning the Piano, Producing Electronic Music, Photography