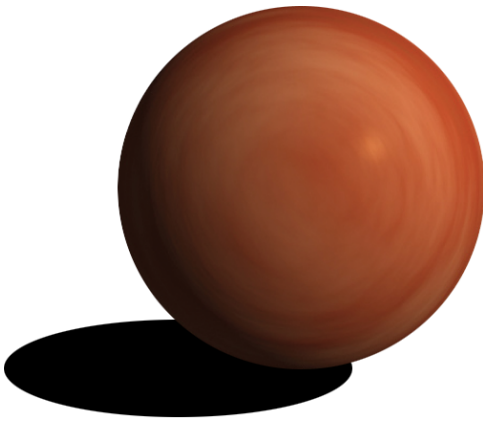


SEAN REYNOLDS

Is it your idea?



SEAN REYNOLDS

Personal Qualifications

I have a Masters of Science in Computer Engineering.

My Bachelors of Science was in Computer Science with minors in Physics and Mathematics.

I have a talent for all Software Engineering from high-level object-oriented software to low-level embedded programs in any language. I am an unorthodox big-picture visionary capable of keeping many complex designs in my head at one time.

I bridge business and engineering to create tightly-integrated solutions which are focused and directly benefit the organization.

I have many interdisciplinary interests and skill sets because of my passion for learning. I thrive in environments where everyone is challenged to learn. I engage well with people of all levels skill sets, learning from those ahead and helping those behind. I am a creative, out-of-the-box thinker. I am able to explain complicated concepts in simple terminologies which makes technology accessible for those around me.

I am driven, resourceful and dedicated. I once desoldered a surface mount flash memory chip then read the program off of the chip, decompiled the program into assembly and reverse engineered the program to learn how a product worked. I also traveled between Kolkata India, Boston and London to manage various parts of our companies organization.

Objective

I am experienced at leading different teams to deliver new and innovative products. It takes multiple teams from many disciplines all working in unison to deliver great products. Everything from research and development to marketing and sales must be considered when delivering a product to market. It also takes leadership to pull each team together at their intersections. I thrive at those intersections because my mind is able to make the connections between many disciplines.

Additional Information

I have always had a passion for programming. I am a naturally analytical person which is advantageous. I have graduated Washington University with an emphasis in Entrepreneurship and Human Computer Interaction. My undergraduate degree included Physics and Mathematics, which developed an interdisciplinary love of science and technology.

After graduation in May 2004, I moved to London because I crave diverse perspectives and love to travel. I began BBA-reman as a junior developer and was the Director of Software Engineering at BBA-reman when I left. I redesigned the factory workflow and created software to facilitate that new process. I lived in India for six months while hiring and training software engineers on the projects that I developed. I was in charge of everything relating to software for my company. When I moved back to Saint Louis, I was a Senior Consultant overseeing teams and projects for 6 years, working full time while also pursuing my Masters Degree. At Hunter Engineering I'm the Principle Architect of our computer vision project for measuring wheels on our Balancers. I'm learning more about the product cycle for bringing hardware projects from research and development into manufacturing, marketing and sales.

I am looking for a company, where new and innovative ideas can be applied to achieve higher standards of engineering. I would like to work for a company which is on the leading edge of research and development in their respective field. I enjoy contributing my determined resourcefulness to projects, and achieving ground breaking results through rapid development.

Thank you for your consideration.

Location Status: US Citizen in US

Target Locations: Saint Louis

Target Company Category: Science and Technology

Target Position: VP of Engineering or R&D

Willingness to Travel: 100%

Date of Availability: 2 to 4 Weeks

Current Career Level: Architect

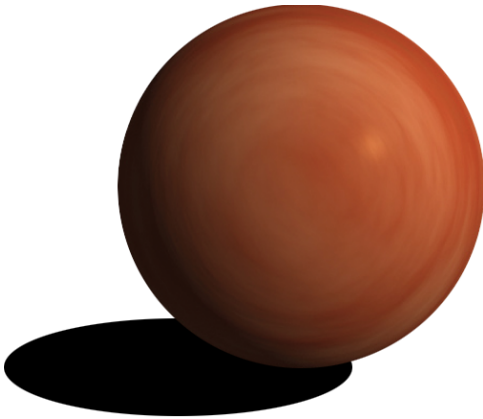
Years Of Relevant Work Experience: 13 Years

Project Leadership Experience: 8 Years

Education: Master of Science in Computer Engineering

University: Washington University Saint Louis

Final GPA: 3.75 of 4.0 (A average)



SEAN REYNOLDS

Education

2007 - 2011

Washington University Saint Louis
Master of Science in Computer Engineering
Emphasis in Entrepreneurship and HCI

2000 - 2004

Concordia University Seward Nebraska
Bachelor of Science in Computer Science
Minors in Physics and Math

Relevant Courses

Embedded Computing Systems
Wireless Sensor Networks
Introduction to Artificial Intelligence
Machine Learning
Computational Geometry
HCI and Video Game Programming
Technology Entrepreneurship
Mobile Robotics
Advanced Mobile Robotics
Introduction to Computer Systems
Operating Systems and Computer Architecture I & II
Organization of Programming Languages
Data Structures and Algorithm Analysis
Applied Cryptography
Foundations of Statistics
Electronics
Modern Physics
Advanced Physics Lab
Introduction to Nuclear and Particle Physics
Electricity and Magnetism

Relevant Projects

Wash UAV autonomous helicopter
STRIPES planning algorithms
Nonlinear Voronoi diagram with Google maps
Simultaneous localization and mapping
3D point bag for optic flow in SLAM algorithms
Measuring the Speed of Light
Distributed Processing for Factorization
Neural Network Back Propagation in C#
Support Vector Machines for Machine Learning

Relevant Languages

| | |
|-------------|-------------|
| ten years | C++ |
| eight years | C#, Java |
| five years | Python |
| five years | Objective C |
| three years | Assembly |
| two years | Perl |

Experience

Hunter Engineering

Principal Architect R&D Engineer Computer Vision 2012 - Present

- Leading a team of engineers to deliver one of the most successful product beta launches in company history.
- Implementation of vision based laser measurement solution which includes measuring dimensions and detecting features and characteristics of the objects we're observing.
- Evaluation of new vision based technologies which can be applied to our companies other products.
- I've been the engineer on several patents for our company, and continue to see our brainstorming sessions from this perspective.
- I have learned how to create 3D CAD designs while at Hunter, and I've applied this new skill at home in remodeling and creating designs for our 3D printer.
- I've been responsible for delivering image analysis software that detects laser dots in the images we capture, and for all of the computational geometry for analyzing those laser dots.
- I've created a fuzzy logic artificial intelligence engine for analyzing the pattern matching of our projected pattern to the known pattern of our system. This set of algorithms handle the complexities of glare and other issues that arise when dealing with real world sensor data.
- We've focused first on the users of our new system ensuring that through the proper use of HCI our user experience has been very positive.
- The data that we've gathered from our beta sites has been very comprehensive. We've identified 3 severe issues and we've addressed them even though we have not received a single complaint from the field. This means we're more proactive in finding and solving problems. Even though each of the beta sites is giving us 100% positive feedback we've still been able to improve our product because of the data we've gathered from those sites.

Cognitive Spring

Founder, Lead Engineer

2011 - Present

- Design and Creation of cSpring Humanoid Robot Development Project
- Embedded C++ software engineering for sensors and servo actuators.
- Integration of SLAM algorithms with both sonar and point-clouds.
- Power management for mobile robotics
- Designed and 3D printed complex ankle and hip joints for robot joints.
- Designed and printed a custom PCB for use with the biped robot.

Byrne Software Technologies Inc.

Senior Software Engineer

2006 - 2012

- Computer vision processing using OpenCV integrated with IOS through C++.
- Embedded handheld computer development for integrated systems.
- High-Level Object-Oriented Design and Implementation.
- Systems integration using various off the shelf modules for rapid development.
- High volume multi-threaded application development.
- Creation of Polymorphic drop in plug and play DLL's.
- Meeting with clientele to discuss new project proposals.
- Continually demanded by clients to return and help with additional projects.
- Working with CEO to expand business to cutting edge product development.

BBA-reman

Director of Software Engineering

2004 - 2006

- I lived in India so that I could hire and train software engineers for our company.
- I traveled between India, Boston and the UK managing parts of our organization.
- I wrote embedded assembly applications for use on 8051 microprocessors.
- Reverse engineered CAN bus network traffic for custom packets in our products.
- Data acquisition and communication with automotive ECU's.
- Research and development for new test equipment which reduced warranty rework by 75% by engineering effective test equipment.
- I streamlined the manufacturing process for the company around software and was responsible for the creation of digital job board for metrics.
- Increased sales over \$100,000/month within 6 months by redesigning the website to accept payments, by improving the user experience and implementing SEO.