



Jack Sivak

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PERSONAL INTERESTS

My current interests focus on human-robot interaction and using simulations for rapid development of physical systems. I enjoy working to quickly build stable proof-of-concept systems, then taking the extra steps to expand them to tackle real-world problems.

WORK EXPERIENCE

Senior Robotics Engineer • Canvas Construction

Jan 2019 - May 2020

- Created a graphical interface for operation of Canvas' construction robot for use on a variety of desktop and mobile devices by both technical and non-technical personnel.
- Built a simulation environment from the ground-up in Unity to streamline functional and regression tests, as well as improve productivity by removing reliance on hardware.

Senior Interviewer • Karat

Apr 2018 - Aug 2018

- Conducted interviews with engineering candidates to assess technical abilities using a variety of standardized tests and coding challenges.

Senior Software Engineer • Impossible Foods

Jan 2015 - Feb 2018

- Streamlined scientist workflow by automating data organization, analysis, processing, gathering, and warehousing, saving hundreds of hours from manual tasks.
- Built and programmed equipment that enabled scientists to measure new attributes and features of the product, removing the need for expensive specialized hardware.
- Maintained 8 independent applications on an infrastructure-less Google App

Engine environment.

Robotics Engineer • Vecna Technologies

Jul 2012 - Aug 2014

- Helped transition Vecna's flagship robot, the QC Bot, from a second-generation prototype into a production model used at 6 sites in Europe.
- Integrated low-level sensors, improved navigation performance, and developed much of the protocols for server communication, inter-robot coordination, user interface control, and control of on-site infrastructure.
- Developed the user interface used by remote support staff to monitor robots all over the world and respond to issues in real-time without intimate knowledge of the system.

Co-Founder • Sensible Baby

Mar 2013 - Jan 2014

- Helped develop a prototype baby monitor that communicates with an iPhone to alert parents of unusual sensor readings, and went on to raise \$100,000 for an initial prototype run.
- Managed website creation and maintenance, along with many non-technical tasks associated with startup growth, such as filing for a copyright and interacting directly with beta testers.

</> PROGRAMMING LANGUAGES

- **Proficient Knowledge:** Python, JavaScript, C#
- **Adequate Knowledge:** Java
- **Prior Experience:** C, Objective C

🔧 TOOLS

- **DevOps:** Unix, Google Compute, Google App Engine
- **Frameworks:** ROS, Node.js, Arduino, AVR, PIC
- **Programs:** Unity, XCode

🎓 EDUCATION

Master of Computer Science

Computer Science Department, Cornell University

2011 - 2012

Ithaca, NY

Bachelor of Robotics Engineering

Robotics Department, Worcester Polytechnic University

2007 - 2011

Worcester, MA