

BRAD MARTIN

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EXPERIENCE

Software Engineer

2024 - 2026

Advanced Electronic Designs

Bozeman, MT

- Developing robust software for the Las Vegas Sphere's Big Sky Camera system
- Designed a modular architecture for embedded Linux management, networking and package deployment
- Optimize the NVIDIA Jetson hardware encoding process and take advantage of the .h265 specification

Research Engineer

2023 - 2024

Teledyne Scientific

Research Triangle Park, NC

- Led front-end development for military and research applications
- Redesign of mobile apps that interact with BLE wearables for 25 channel EEG-based biometrics
- Distributed UIs for processing multiple 250 Hz data streams using WebSockets, MQTT and Kafka

Systems Engineer

2022 - 2023

Parata Systems

Durham, NC

- Responsible for PLC development of international pharmaceutical vision inspection systems
- Integrated firmware and software to incorporate new tooling into existing systems
- Enhanced motion control and data communications for robotic tooling

Systems Engineer

2020 - 2022

X Display Company

Durham, NC

- Identified and solve customer problems regarding micro transfer printing hardware and software
- Optimized control of 9 axis micron-accurate CNC for use in large-scale semiconductor facilities
- Controlled international release documentation and templates

Engineer

2019 - 2020

Hi Fidelity Genetics

Durham, NC

- Large-scale deployment of agricultural environmental sensors for 24/7 monitoring
- Created asset tracking tools for warehouse management and field deployments
- Succeeded in RF optimization for 200 device deployments on ISM band

Electronics Process Engineer

2017 - 2019

Wavelength Electronics

Bozeman, MT

- Responsible for selective and wave soldering meeting 99% accuracy
- Rework of surface mount parts SMD 0201 and larger
- Performed assembly and test adhering to IPC standards

SKILLS

Languages: C++, C#, Python, Shell, JavaScript, Rust, Dart

Frameworks/Libraries: FFmpeg, Shared Memory IPC, NVENC, LVGL, .NET, Flutter

Tools/Databases/Platforms: Git, CI/CD, CMake, PostgreSQL, MCP, Typst/LaTeX, Onshape, Scrum

EDUCATION

Bachelor of Science in Marine & Atmospheric Science

2013 - 2017

University of Miami | Marine Science / Chemistry Major | 3D Fine Art / Business Minor

Coral Gables, FL

Chemistry Courses: Organic, Structural, Analytical and Physical