José Manuel Sandoval Chávez

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Education	 Electronics Engineering Instituto Tecnológico de Estudios Superiores de Occidente (ITESO). 	2009 - 2014 Mexico
Summary	Software engineer with experience in embedded systems and software development, committed to develop good quality software and accustomed to good practices and processes of software engineering.	
	I consider myself a disciplined professional with a high motivation for learning about new technologies.	
Professional Experience	Intel – Non-Volatile Storage Group (NSG) System Validation Engineer	2019 – Present Mexico
	The team is focused on the validation of Non-Volatile mass storage Intel products. My role involves the creation of test content, implementing test cases, debugging test content failures and supporting the automation framework used for validation.	
	Intel - Network Platforms Group (NPG) Software and System Validation Engineer	2015 – 2017 Mexico
	The team was focused on the enabling and validation of a hardware accelerator module, used for compression, encryption and cipher operations, which is part of high-performance server products/processors. As part of the team my main focus was helping on the creation of device drivers and software in C/C++ and Python that could enable an OS to use and validate this specialized hardware accelerator module.	
	My main role was as a C/C++ SW developer responsible of supporting the existing software projects and applications used for validation besides developing new SW modules to enable features and new validation use cases.	
	Freescale - Audio and Accessories Software Development Group Embedded Software Engineer	2014 - 2015 Mexico
	The team was focused on developing software for audio applications and also on enabling the creation of general smartphone consumer accessories. During this period, I worked on the following projects:	
	• Homekit over Bluetooth Low Energy (BLE) software stack for Freescale's microcontrollers. I was part of a team developing a software stack that could enable the creation of home-automation accessories intended to be controlled by Apple devices using BLE as a transport.	
	• Freescale Connected Audio Solution Project which intended to provide a software stack to create consumer audio accessories. In this project I was responsible for integrating and supporting a software stack that enabled the communication with Apple devices.	

Freescale - Audio and Accessories Software Development Group Internship

The main project was to develop a software stack that could interface Freescale's microcontrollers with any iPod, iPad or iPhone over USB using MFi (Made For iPod) protocol to enable the creation of audio or generalpurpose accessories. A solution that interfaced these devices and supported the creation of bare-metal and RTOS applications was successfully implemented. **2013 - 2014** Mexico

Knowledge & Skills

Languages

Academic & Personal Projects

Awards & Certification

Programming languages:

- Decent knowledge and professional experience in C, C++ and Python.
- Fundamental knowledge in, Java, JavaScript, HTML5, MATLab, SQL, and Assembly.
- Software Design, Development and Debugging.
- Object Oriented Programming Fundamentals.
- Linux fundamentals, <u>Makefiles</u> and recipe creations, Bash and scripting basics.
- Embedded Systems and Microcontrollers.
- Real-Time Operating Systems (RTOS) Fundamentals.
- Digital Design and Hardware Description Languages (HDLs) Fundamentals
 - Verilog and SystemVerilog
- Full-stack Web Development Fundamentals (MEAN Stack).

Software Development Tools:

- Git as a revision and version control system.
- Docker for applications development and deployment
- Jira, Crucible, Phabricator and other tools for bug tracking and code review.
- IDEs (Eclipse, MS Visual Studio...) and command line tools for code development (vim)
- Debugging tools like gdb and documentation generator tools like Doxygen and pydoc.
- Spanish (Native).
 - English (Fluent).

	 <u>www.pepedocs.com</u>: Blog style webpage for my personal notes, front-end implemented using HTML5 and jQuery and back-end implemented with <u>Node.js</u> 	2018
	• Automatic Vehicle Location System (AVL) Based on an 8-bit <u>microcontroller</u> and a GPS module.	2014
s	 Participant in the Worldwide Freescale Cup Autonomous Intelligent Car Race 	2014 South Korea
	 Second Place Winner of the Freescale Cup Autonomous Intelligent Car Race 	2013 Jal, Mexico
	 LinuxFoundationX FS101x.2: <u>Introduction to Linux</u> Microsoft DEV210.3x: Advanced C++ 	2015 - edX
	 HarvardX CS50: <u>CS50's Introduction to Computer Science</u> UTAustinX UT.12.01x: <u>Real-Time Bluetooth Networks - Shape the World</u> 	2018 - edX
	 UTAustinX UT.6.20x: Embedded Systems - Shape the World: Microcontroller Input/Output & Multi-Threaded Interfacing 	