

SCOTT STEVENSON

EMPLOYMENT HISTORY

Nocland

Team Lead Software Developer
February 2014 – Present
St. John's, NL, Canada

- Leading a small team in the development of a cloud-based network management system (Java, AWS, Spring Framework, Javascript)
- Assisting in operations and the rollout of a network operations center service
- Using DevOps techniques to manage complex Amazon Web Services infrastructure (Tools: Ansible, Python, Boto)
- Developing automation using machine learning techniques
- Recruitment of technical staff

Mune

www.munemusic.com
Owner
June 2013 – Present
St. John's, NL, Canada

- Commercialization of electronic music instrument developed during two previous positions
- Led small team to design new prototype with lower cost of manufacturing, improved reliability and improved aesthetics
- Raised capital
- Secured relationships with manufacturers and suppliers
- Developed branding and marketing material
- Performed accounting and financial reporting

Genesis Group

Research Project Engineer
September 2012 – April 2013
St. John's, NL, Canada

- Improved the mechanical, electrical and software design for a musical instrument prototype (see previous position)
- Filed for patent/industrial design in US and Canada
- Fully fabricated and tested the instrument
- Ran usability tests at Memorial University and University of Toronto
- Arranged for students to produce marketing materials and conduct market research
- Instrument played at concerts in St. John's and Toronto

Memorial University of Newfoundland

Engineering Co-op Student
September 2011 – December 2011
St. John's, NL, Canada

- Worked with the Memorial Electro-Acoustic Research Laboratory (MEARL)
- Completed all mechanical, electrical and software design for a novel electronic music instrument
- Fully fabricated and tested the instrument
- Wrote work plan that was used to obtain additional project funding

Electronic Arts

Associate Software Engineer
January 2011 – April 2011
Burnaby, BC, Canada

- Worked with central audio technology team
- Contributed to the development (C#) of a tool used for the authoring of interactive audio in many game titles
- Added features, fixed bugs and wrote unit tests

Avalon Microelectronics

Customer IP Engineering Group Student
April 2010 – August 2010
Mount Pearl, NL, Canada

- Performed optical networking hardware testing and design (Verilog)
- Re-designed and re-implemented OTN feature to be more efficient
- Wrote ~50 simulation tests in Verilog/Perl for requirements in OTN and SONET cores
- Tested OTN cores on an FPGA

Electronic Arts

Associate Software Engineer
 September 2009 – December 2009
 Burnaby, BC, Canada

- Worked with the *Need for Speed: World Online* team
- Focused on adding features to central design tool (level and asset editor written in C#)
- Wrote ~40 pages of developer documentation for this tool
- Fixed ~15 game runtime bugs

**National Research Council -
 Institute for Ocean Technology**

Computer Systems Group Student
 January 2009 – April 2009
 St. John's, NL, Canada

- Developed a network switch monitoring application using Python and MSSQL
- Wrote ~20 pages of user and developer documentation for the application

Wellhead Technologies

Contractor
 March 2009
 Houston, Texas

- Developed a Python script to convert Log ASCII Standard files to Excel format
- Designed toolbar icons and logo for prototype drill logging software

**National Research Council -
 Institute for Ocean Technology**

Computer Systems Group Student
 April 2008 – August 2008
 St. John's, NL, Canada

- Performed network administration tasks such as server maintenance, support, security monitoring and scripting

Earth Information Technologies (NL)

Contractor
 July 2006
 St. John's, NL, Canada

- Integrated a discussion forum into SmartBay.ca

SKILLS

Software Development**Language**

Java
 C++, C#, MATLAB, C, Max
 Javascript, Python, Ruby, Perl, Objective-C, PHP, x86 Assembly

Skill Level

Advanced
 Intermediate
 Basic

- Front-end: HTML, CSS, JavaScript
- Databases: PostgreSQL, MySQL, MSSQL, Firebase
- Cloud: Amazon Web Services, DevOps, Ansible
- Networking: Router and switch configuration, Software-Defined Networking, Network Functions Virtualization
- Linux server administration and cluster management
- Experienced in debugging and profiling
- Strong understanding of object-oriented architecture
- Strongly values documentation and coding standards
- Security-conscious

Hardware Development

- Digital hardware implementation in VHDL and Verilog
- Digital hardware verification and validation
- FPGA based design
- Microcontroller integration and programming
- Analog circuit design and analysis fundamentals
- Circuit and PCB design in Eagle
- Electronics prototyping and fabrication

General

- Technical leadership
- Project management
- Product management
- ITIL
- Graphic design: Adobe Photoshop and Illustrator
- Preparing SR&ED claims
- Focused on delivering business value

EDUCATION

Online Courses

2014 – 2015

- Machine Learning, Coursera/Stanford
- How to Start a Startup, Stanford

Memorial University of Newfoundland

Bachelor of Engineering (Computer)

2006 – 2012

St. John's, NL, Canada

- 3.5 GPA
- Five year co-op program

Gonzaga High School

2003 – 2006

St. John's, NL, Canada

- Honors throughout
- Completed 3 Advanced Placement courses

ACHIEVEMENTS

- Recipient of IEEE Newfoundland and Labrador Section Award (2012)
- Lead team that placed second in senior engineering design project competition (developed a mobile platform for audio augmented reality) (2012)
- Recipient of NSERC undergraduate research award (2010)
- Lead programmer on team that placed 1st provincially and 5th internationally in MATE's underwater robotics competition (2006)
- Member of team that placed 1st internationally in MATE's underwater robotics competition (2005)

PROJECTS AND ACTIVITIES

- Founding member of Common Ground Coworking (www.workatcommonground.com)
- Strong focus on independent work including games, websites and electronics projects
- Presented electronic music controller prototype at TEDxStJohns and PitchCamp in Halifax
- Lead a team in the development of an audio augmented reality platform called Scape (www.scape-app.com) (2011-2013)
 - Used Scape to design two interactive audio installations for Sound Symposium XVI
 - Ran a workshop for artists interested in audio augmented reality
- Live electronic music performance (2012-Present)
- IEEE student branch vice-chair (2010)
- Development of audio effects (2009-Present)
- Software and hardware developer on autonomous sailboat team – munsailbot.com (2010-2012)
- Composition and production of music (2006-Present)
- Member of Audio Engineering Society (2008-Present)
- Competed in provincial and national debating tournaments (2003-2006)

AREAS OF INTEREST

- Machine learning
- Audio processing/DSP
- Intra- and Entrepreneurship
- Distributed autonomous organizations
- IT security
- DevOps

References available upon request.