

Christopher Peplin

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Employment

January 2016 - Present

Uber Advanced Technologies Center
Pittsburgh, PA
uberatc.com

Software Engineer

Using C++ and Python in the areas of mapping, safety and autonomy.

April 2014 - December 2015

Stratos Card, Inc.
Ann Arbor, MI
stratoscard.com

Lead Software Engineer

Linking engineering, manufacturing, marketing, product development, QA and support as a cross-functional software engineer and project manager. Developing PIC18 and CC2541 firmware for the Stratos Card, including a custom Bluetooth Smart protocol. Implementing the Stratos HTTP API in Python, used for mobile and web clients. Building end-to-end security for virtually issued payment cards. Translating designs from Marketing into a functional, customer facing web app.

July 2011 - April 2014

Ford Motor Company
Dearborn, MI

Research Scientist in Vehicle Design & Infotronics

Designed, implemented and released OpenXC, an open source hardware and software platform for interacting with vehicles from mobile devices. Served as the lead maintainer at Ford and in the open source community. Evangelized open data and open source software in the automotive industry through international workshops and speaking engagements. Facilitated developers in an OpenXC-based national app challenge.

Education

2009 - 2011

Carnegie Mellon University
Pittsburgh, PA

M.S. in Information Networking

Cumulative GPA: 3.79
Topics: Virtualization, Large Scale Internet Services & Data Center Operation, Distributed Systems, Data Mining, Electric Power Infrastructure Management

2005 - 2009

University of Michigan
Ann Arbor, MI

B.S. in Computer Science

Cumulative GPA: 3.53
Topics: Concurrent & Parallel Systems, Databases, Web Applications, Artificial Intelligence

Experience

2011 - Present

Open Source Maintainer
openxcplatform.com

OpenXC: An Open Source Vehicle Data Platform

Developing new features for the multi-platform vehicle interface firmware for bidirectional translation of vehicle data to developer-friendly formats. Extending the Android tools to support transmitting data to vehicles.

2010

Engineering & Economics
of Power Systems
Carnegie Mellon University

Threephase: A Web-based Power Industry Game

Designed and implemented a real-time strategy game simulating operational challenges in the electric power industry; a Ruby on Rails application with JavaScript visualizations.

Languages

In order of fluency.

Python, Java, C, C++, Ruby, Javascript
Semantic HTML, CSS, SQL

Frameworks and Tools

Arduino, PIC18, PIC32, LPC1768, CAN, Bluetooth 2/3 and 4.
Flask, Jekyll, SQLAlchemy, Django, Tornado, Rails