

Dan Nicholson

Principal Software Engineer

👤 Profile

Detail oriented principal software engineer with a proven track record of analyzing and solving difficult issues throughout the software stack. Proficient in design, testing, integration and release of software in several platforms and languages. Highly effective in both independent and collaborative projects.

📁 Employment History

Principal Software Engineer at Endless OS Foundation, San Francisco, CA and Remote

February 2014

Maintain both the client and server side of the Endless OS update process. Created OpenID Connect single sign-on provider for Endless OS users. Primary contributor of build and release tools for Endless OS. Developed innovative locking technique to ensure integrity of OS update data. Implemented continuous integration system for all OS and App deliverables. Maintained and developed most internal and external infrastructure services.

Communication Systems Engineering Manager at Space Systems Loral, Palo Alto, CA

September 2008 — January 2014

Payload engineering manager for communications satellites. Primary technical interface for payload systems to customer and subcontractors. Managed or lead payload teams for several C- and Ku-band spacecraft. Created tools to analyze large volumes of spacecraft test and telemetry data.

Electronic Design and Analysis Engineer at Boeing, Seattle, WA

September 2005 — August 2008

RF receiver design for phased array antenna systems for the Solid-State Electronics Development group. Integrated circuit design experience with SiGe bipolar and GaAs PHEMT technologies.

🎓 Education

Master's Electrical Engineering, University of Washington, Seattle, WA

2003 — 2005

Bachelor's Electrical Engineering, University of Wisconsin - Madison, Madison, WI

1999 — 2002

Details

Denver, CO

206-437-0833

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Links

[LinkedIn](#)

[GitHub](#)

[Website](#)

Skills

Python

C

Linux

AWS

Docker
