

Kevin Conley

Personal Information Location: Sacramento, CA 95628
GitHub: <https://github.com/kevincon>

Professional Experience **Block (formerly Square), Remote**
Senior Developer Experience Software Engineer **October 2021 - March 2024**

- Built and owned managed Linux development environments for Square Hardware org
 - Offering both cloud (AWS) and local (Docker) dev environments consistent with CI
 - Supporting access to remote USB hardware for firmware and Android development
 - Utilizing rolling snapshots to persist user data while minimizing cloud costs
 - Implemented using Coder, Terraform, Packer, Salt, and Hermit
- Built internal web app that provides self-service, browser-based access to ephemeral Android Open Source Project emulators running in the cloud
- Ported C and Python CLI apps (used to flash firmware on Square hardware) to the web using Emscripten, Pyodide, and WebUSB to improve user experience and eliminate manual setup

Intel Corporation, Folsom, California
Senior Validation Engineer, Intel Optane Group **April 2019 - October 2021**

- Developed integration tests, pytest plugins, and tool scripts in Python to validate Optane solid state drive (SSD) product firmware in Windows
- Created internal mypy plugin to type check ctypes structs and unions
- Enabled automated protection from Python 3 compatibility regressions in continuous integration (CI) for a Python 2 code base that was incrementally updated to support Python 3

Graphics Software Engineer, Visual & Parallel Computing Group **June 2018 - April 2019**

- Implemented front-end and back-end features for internal graphics driver test automation framework written in Python, Go, and Angular (JavaScript/TypeScript)
- Served as Agile scrum master including leading sprint retrospectives, sprint planning meetings, daily stand-ups, and major incident post-mortem meetings

Firmware Engineer, New Devices Group **January 2017 - June 2018**

- Supervised a remote team of firmware engineers located in Shanghai and Vancouver
- Wrote graphics and application platform firmware in C for the Vaunt smart glasses
- Transitioned five large codebases to a monorepo while preserving git commit history

Pebble Technology, Redwood City, California
Embedded Firmware Engineer **April 2015 - December 2016**

- Served as Technical Lead of the Watch User Experience team during development of the Pebble Time Round, Pebble 2, and Pebble Time 2 smart watches
- Implemented user interfaces, animations, applications, and services in C for all Pebble watches
- Ported GameBoy emulators to run at full-speed on Pebble watches at an internal hackathon

Stanford University, Stanford, California
Mobile Applications Developer, Office of the University Registrar **Summer 2013**

- Developed open-source iPhone app for Stanford's shuttle bus system in Objective-C and Swift
 - App became Stanford's official shuttle bus app and was downloaded over 10,000 times

Education **Stanford University, Palo Alto, California**
Master of Science in Electrical Engineering, Stanford Graduate Fellow **June 2014**

University of Pennsylvania, Philadelphia, Pennsylvania
Bachelor of Science in Electrical Engineering, Minor in Mathematics **May 2012**