# STEPHEN NIEDZIELSKI

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### Engineer @ **Meta** | Remote | 2020 – 2021
Full-stack single page app development. Dev lead for the full user interface overhaul of a high-impact existing internal app as well as the lead for an upcoming greenfield project on a brand new platform.

### Senior Software Engineer @ **Wikipedia** | Remote | 2018 – 2020
### Software Engineer | 2015 – 2018
I worked on the wikipedia.org mobile and desktop sites, the Wikipedia for Android app where I was a rotating tech lead, an isomorphic single page app, and Node.js REST web services. The Android team was awarded a Google "top developer" badge and the app has over 50M downloads on Play and F-Droid. Evangelized TypeScript and build steps in the Wikimedia communities by enabling type-checking for the desktop site and authoring "**All code is built**" and "**The best documentation automation can buy**." Lead developer for web SEO improvements that were **measured to increase search engine referrals to Wikipedia by 1.4%**. **A great amount of my code was open-source**.

### Principal Software Engineer and Android Lead @ **MapQuest** | Hybrid | 2015
### Senior Software Engineer | 2013 – 2015
I helped build the MapQuest 2.0 and Commute Android apps on the "Aces" squad. My individual contributions were recognized in being one of the first recipients of the Monozukuri Award presented by the Aol CTO and promotion to team lead.

### Software Engineer @ **Newisys** | Colorado | 2012 – 2013
Embedded systems and Python programming for advanced servers. Within a few months of starting, I helped to develop a major portion of the software stack from alpha-board to sustaining engineering of our 2012 flagship product. My roles included firmware programmer, host tools app dev, and test automation framework engineer.

### Senior Computer Engineer @ **VendScreen** | Hybrid | 2012
Embedded Android peripheral development at a smart vending machine startup. I owned the peripheral bootloader and firmware, including the communication layer between the Android application processor and concession coprocessor. I also made notable contributions to the build system and manufacturing processes.

### Software Engineer II and Founding Member @ **Samsung** MNO R&D Lab | Washington | 2011 – 2012
Android platform and app development for all AT&T and T-Mobile devices at a brand new lab. A very special experience, I was one of the first five employees and even made our initial code release. I was the Android software project lead for City ID and Name ID implementations across 20+ devices. The majority of this work was at the Android application and middleware layers. Additionally, I did regular pre-launch triage support for many other apps including Ready2Go, Qik, and Social Hub and built the majority of lab infrastructure from the build servers to the wiki. My adaptability, commitment, willingness to work across roles, and the foundations I helped establish and evolve, were responsible in great part for the successful launch of the new lab.

### Engineer @ **Qualcomm** | Colorado | 2009 – 2011
Device driver programming and integration for mobile devices. I was the primary UEFI developer for the USB peripheral driver on Windows 8. I was also the lead integrator for USB, UART, and other technologies on all Windows Phone 7 platforms. Our team was a paradigm for test automation and for static and dynamic code analysis. As a result, we were recognized for frequently maintaining a zero weekly bug count.

### Software Engineer (Contractor) @ **Nintendo** Technology Development | Washington | 2008 – 2009
USB firmware development for the Nintendo Wii in a tiny but brilliant R&D department. I worked on the EHCI and OHCI host layers, various device drivers, middleware, demos, the build system, extensive test automation suites, and everything in between. Offered a permanent position as a game systems designer.

### Bachelor of Science in Computer Engineering @ **DigiPen** Institute of Technology | Washington | 2005 – 2009
I developed several games for PC, Game Boy Advance, and mobile platforms, built an embedded kernel from scratch, and created an assembler. I also designed and synthesized several advanced digital hardware components including a GPU, real-time image processor, and a USB accelerator.