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github.com/jack-greenberg

# Jack Greenberg

Embedded Systems and Firmware Engineer

**I am an embedded software engineer focused on the writing robust safety-critical code. I also play cook and play jazz bass.**

## Experience

### Starlink

Feb 2024 - Current

*Software Engineer - Aviation*

- Improved reliability of WiFi routers by building HitL-style functional and performance testbeds and test infrastructure
- Delved into third-party code bases to uncover and fix bugs plaguing reliability of routers' wireless mesh formation
- Increased throughput capacity on aviation routers by fixing fair-queuing algorithms in firmware to ensure clients are always able to use the network

### Zipline

May 2023 - Aug 2023

*Avionics Embedded Engineering Intern*

- Owned design and development of intra-vehicle wireless communication system using IEEE 802.11
- Wrote systems software in Rust and applied a data-driven approach to improving the code

### Olin SCOPE Capstone

Aug 2022 - May 2023

*Electrical Engineering Lead*

- Developed PCB to host a motor controller, BMS chip, and microcontroller for regenerative braking application
- Developed control algorithms and firmware entirely in Rust

### Apple - Special Projects Group

Jan - Aug 2021

*Embedded Controls Software Intern*

May - Aug 2022

- Wrote firmware drivers for interfacing with sensors and other hardware peripherals on multi-code microcontrollers running real-time operating systems (under NDA)

## Education

### Olin College of Engineering

Dec 2023

*B.S. in Electrical and Computer Engineering*

Notable courses include

- Modeling and Simulation of the Physical World
- Computer Architecture
- Analog and Digital Communication
- Formula SAE (firmware lead, financial manager, etc)

## Skills

Rust	Golang	Embedded Linux	Linux Networking
C	MATLAB	Git	Jazz Bass
Python	KiCad	TCP/IP	Cooking