Casey A. Waldren

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Experience

LaunchDarkly   REMOTE
SDK Engineer   **November 2021 - Present**

- Primary maintainer for open-source Go, C++, and Lua SDKs, in addition to the customer-deployed Relay Proxy service; responsibilities include performing releases, interacting with customers, writing specifications, and leading projects to improve and unify our suite of developer-facing tooling

Axon Enterprise   SEATTLE, WA
Senior Software Engineer I   **July 2020 - September 2021**

- Designed and implemented OTA functionality, location services, telemetry, and auditing services for an in-vehicle, LTE connected video recording system on an aggressive timeline
- Spearheaded efforts to unify codebases, identify common functionality, and improve reliability across products
- Implemented foundational libraries underpinning higher-level application software

Embedded Software Engineer   **March 2018 - July 2020**

- Designed and implemented OTA functionality, LTE support, location services, and power diagnostics services
- Worked through rapidly changing requirements to deliver new and updated functionality
- Participated in and helped coordinate engineering efforts across four time zones, including design reviews, establishment of best practices, and modernization of codebases

Hardlight VR
Lead Software Engineer   **July 2017 - 2018**

- Designed Hardlight's haptics runtime and plugin-based API, a system for bringing delightful haptic effects to consumer games with minimal programming effort
- Built shared memory pipeline for low-latency communication between components to deliver real-time tracking and haptics data
- Developed algorithms to parse, calibrate, and display IMU data in kinematic models
- Software developer on the project since 2013

Education

WESTERN GOVERNORS UNIVERSITY   SEATTLE, WA
B.S. Computer Science   **Spring 2021 - Spring 2023**

UNIVERSITY OF ROCHESTER   ROCHESTER, NY
Coursework in Computer Science   **Fall 2013 - Spring 2016**

I completed 3 years of undergraduate education while contributing to a project that became Hardlight VR, a startup based in Seattle, WA. I particularly enjoyed courses that involved some aspect of physical hardware, such as robotics.

AQUINCUM INSTITUTE OF TECHNOLOGY   BUDAPEST, HUNGARY
Applied Computer Science curriculum   **Fall 2015 semester**

At AIT I studied cryptography, mobile application development, computer graphics, and entrepreneurship. I highly recommend visiting Hungary if you have the chance.