Christopher M. Paiano
1370 Sagecrest Dr. #197, Elko, NV 89801
407.658.6572 775.753.6893 Local E-Mail: chris.paiano@gmail.com Cell: 407.925.6924

OBJECTIVE: To pursue a rewarding career as a Computer Engineer/Programmer, ideally focusing my skills on state-of-the-art technology and clean energy conversion solutions.

PROFESSIONAL EXPERIENCE:

2004 – Present – Software Engineer – Christopher Paiano Engineering

Actively developing the open-source / freeware rhythm game "FoFiX" http://code.google.com/p/fofix/
Developed the Griffin iPod accessories "iTalkPro" and "iKaraoke"
Developed custom no-touch intercom system for the Ear Institute (London)
Developed an automatic arc servo system (air and underwater welding)
Developed various other prototype gadgets and devices

2003 - 2004 – Software Engineer/Technical Writer – Cypress Microsystems, Inc.

Developed 20+ Application Notes for the PSoC family of microcontrollers, including applications of resonant circuitry, closed-loop control systems, Digital Signal Processing (DSP), composite video, capacitive touch / proximity sensing, and power conversion. They are all published at http://www.cypress.com.

2002 – 2003 – Software Engineer – Random Design

Created prototypes and concept demonstrations extensively with Cypress Microsystems' PSoC microcontroller. Developed high-current H-bridge configurations, intelligent battery charge management, solar energy conversion circuitry, alternative electroluminescent (EL) lighting drivers, and continuous audio FIFO buffering.

2003 – Java Software Engineer – G.A. Repple & Co.

Developed a new framework and interface for their database terminal software, and a completely separate application for the new regulations put into place by the Patriot Act for running background checks on applicants.

2000 – 2002 Jr. Software Engineer- Sonalysts, Inc.

Obtained U.S. government Secret Clearance. Developed training simulation and data collection software for both the Palm and Pocket PC handheld devices. Provided technical support for these products to clients.

2000 - Student Assistant – NAWCTSD (Department of Defense)

Developed and debugged simulations in multiple projects.
Demonstrated the various simulation projects to Navy and administration personnel, both in the laboratory and at Camp Pendleton in California. Performed maintenance on simulation computers.
Developed the tactile feedback/"Haptic" Mouse software that added force feedback to a naval simulation.

1998 - 2000 - Student Assistant
University of Central Florida, Department of Engineering

Mastered the use of Multigen II Pro (SGI) to create the realistic UCF database in use today by the Driving Training Simulator Laboratory.

1990 – 2000 Computer Consultant – C^4

Consulted with various individuals, law firms, and corporations on their computer systems.
Maintained, built, customized and upgraded those computer systems.
Developed various digital robotics / animatronics control systems using the MIDI standard (replaced several standard GuilderFluke animatronics systems with my MIDIanimator product for enhanced capabilities and reliability)

Christopher M. Paiano
1370 Sagecrest Dr. # 197, Elko, NV 89801, Phone: (407) 658-6572, Local: (775) 753-6893, Cell: (407) 925-6924, Email: chris.paiano@gmail.com

COMPUTER SKILLS

Languages: C/C++/C#, Visual Basic 4/5/6/.NET, Assembly (Intel, Motorola), Python, Flash, Director, Java, VHDL, LUA scripting, VRML and HTML.

Systems: PC/IBM, SGI, Palm Handhelds, Pocket PC/Handheld PC/Windows CE (including the Dreamcast Windows CE), Macintosh, PSoC microcontroller, ColdFire DSP, BASIC Stamp, Motorola 68HC11 family microprocessor, Xilinx FPGA.

Applications: Microsoft Windows, MS-DOS, UNIX, LINUX, PalmOS, Pocket PC OS, OS/2, Macintosh OS, Microsoft Office (including MS Access databasing), Windows / P2P / VNC Networks, Google SketchUp / Google Earth design & linking, AutoCAD, AutoCAD Inventor, ExpressPCB, LabVIEW, Division dVise, Multigen Creator, 3D Studio Max, TrueSpace, advanced CD-R/RW & DVD-R/RW/+R/RW layout and formatting, advanced digital audio / video capture / synchronization / manipulation / compression (Sound Forge / VirtualDub / Adobe Premiere / DivX), manipulation of DVD-format data including custom menus.

TECHNICAL WRITING

- *Circuit Cellar Magazine* Upcoming Article – Summer 2009, “Otoacoustic Intercom System”
- *Circuit Cellar Magazine* Upcoming Article – Spring 2009, “PSoC Arc Servo”
- *Circuit Cellar Magazine* 2-part Feature Article, “Advanced PSoC Design Techniques”, issues #216 & 217 (July & Aug 2008) – experimentation kits available at http://www.cpeproto.com
- *Circuit Cellar Magazine*’s “PSoC 2002 Design Challenge” Entry – “P(eek)SoC”
- Authored 25+ PSoC Application Notes for Cypress, published @ http://cypress.com
- Published book w/kit of parts, “OmniSoC,” introducing PSoC microcontroller to beginners. (Available at http://psoc.chrispaiano.com)

HONORS AND AWARDS

National Society of Collegiate Scholars
Distinctive Entry Award in Circuit Cellar Magazine’s “PSoC 2002 Design Challenge”

EDUCATION: B. S., Computer Engineering, *May 2004* – University of Central Florida, GPA of 3.7

CERTIFICATIONS: MSHA certified to work at or around mining sites on the surface level