DAVID WEIS

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Robotics Software engineer with extensive experience in autonomous vehicles, safety critical systems, and reliability.

WORK

2022– 2024

SENIOR SOFTWARE ENGINEER, WAYVE.

Led software design and delivery on Wayve's next-generation autonomous vehicle platform, a comprehensive hardware and software project aimed at scaling the operational fleet to thousands of data collection and autonomous vehicles.

Rust, C++, DDS, Nvidia Jetson, Azure, Yocto Linux, RDMA, Software Architecture

2020 – 2022

AUTONOMY ENGINEER, OXBOTICA (OXA).

Delivered platform for end-to-end offline replay and evaluation of the autonomy software.
Responsible for system performance and reliability across the entire vehicle software stack.
Lead working group focused on observability (metrics, tracing) of the autonomous software.

C++, Python, OpenTelemetry, QNX, Embedded Linux

2016 – 2018

SOFTWARE ENGINEER, INSERO AIR TRAFFIC SOLUTIONS

Worked closely with customers to deliver a safety-critical application for control of the Instrument Landing System.
Ran a research project using Microsoft HoloLens for inspection and monitoring of airport equipment.

C#, WPF, ASP.NET, C++, HoloLens, Unity

PROJECTS

2017 – 2020

HOPPER HEXAPOD

Iteratively designed and built an open-source hexapod 3D printed robot with autonomous navigation stack.

Rust, ROS, SLAM, OpenCV
Link: github.com/dmweis/hopper_rust

EDUCATION

2019

M.SC. ROBOTICS AND AUTOMATED SYSTEMS, HERIOT-WATT UNIVERSITY, EDINBURGH

Participated in a competition for European Robotics League, building an assisted living robot.
Worked on real-time teleoperation platform for the Husky UGV.
Dissertation on obstacle detection and traversal for legged robots.

MoveIt, ROS, Python, NumPy