

Andrew Huster

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Summary

Skilled project manager and developer with experience in programming, designing, testing, and deploying complex systems. Methodical, analytical, and resourceful self-starter with strong problem-solving, organizational, documentation, and communication skills. Quick learner with experience in program and people management.

Work Experience

Motional, Remote

Senior Technical Program Manager, Release (August 2022 — October 2023)

- Managed autonomous vehicle software stack (av-stack) releases and vehicle configurations
- Coordinated and managed ten scheduled commercial releases, and associated vehicle configurations and hotfixes, in collaboration with software, testing, project management, and product teams
- Managed av-stack releases for five major driverless milestones
- Supported over a hundred developers and engineers working in a monorepo with an average of 30-50 new merge requests daily with assistance creating builds, debugging build failures, untangling git issues, and other problems as needed
- Collaborated with developers, testing and operations teams, product owners, project managers, and triage team to carry releases through from creation to deployment, determining release goals, scope, and timing
- Continuously evaluated and improved development and release processes to speed up turnaround time and reduce unnecessary bloat while improving release robustness, increasing daily release testing pass rate by 25%
- Initiated creation of time-saving automations for developers, such as automatic backporting bot and automatic build completion notification posting to Slack

Disney Streaming, Remote

Technical Program Manager, NCP Client Releases (May 2021 — July 2022)

- Managed releases and application configurations for more than 100 devices, including PlayStations and 30 different cable providers
- Coordinated scheduled releases, updates, and hotfixes in collaboration with project managers and product owners, including major releases like Star+ launch and native PS5 application launch
- Collaborated with developers, QA team, product owners, project managers, and partner support team to carry releases through from creation to deployment
- Continuously evaluated and improved development and release process, implementing systems like automatic PR reviewer assignment and automatic artifact upload

General Motors, Milford, MI

Technical Project Manager, Lane Localization (December 2020 – May 2021)

- Directed and planned work of team of five software engineers developing localization software for Super Cruise Level 2 autonomous driving system
- Managed change request timing and scope for average of 10 change requests per week
- Ran daily standup meetings and regular weekly team reviews, as well as participating in weekly change control meetings
- Collaborated cross-functionally with other developer teams, safety engineers, calibrators, and product owners to understand interactions between components, requirements, scope, and timing for new work

Automated Driving Software Engineer, Lane Localization (June 2018 – December 2020)

- Maintained, developed, and tested four separate software components in C/C++ that provide localization information from the highly detailed map to the automated driving algorithm of Super Cruise level 2 self-driving system

- Migrated software components from first to second-generation Super Cruise architecture
- Worked with subsystem engineers, calibrators, and program team to develop and validate active safety software
- Earned a patent on a particular method of determining lane position based on turn signal indication, presence of other vehicles, and other indications

Feature Integration Engineer (August 2017 – June 2018)

- Collaborated with design and validation engineers to integrate night vision, automatic high-beam assist, and glare-free high beam (also known as adaptive forward lighting) systems into world-class vehicles
- Calibrated, tested, and refined active safety features to ensure integration and performance meets requirements and customer expectations
- Systems are currently deployed in production on more than 15 different GM vehicles

Project Experience

Ohio State University EcoCAR

Engineering Manager (May 2016 – August 2017), Electrical Team Leader (January 2013 – May 2016)

- Led diverse team of 40+ students to re-engineer 2016 Chevrolet Camaro into a performance hybrid vehicle
- Managed design, development, timing, and execution of all projects on the vehicle
- Set requirements and performance metrics and managed testing and validation to meet team and competition requirements
- Designed low and high voltage electrical systems for the vehicle, including two separate low voltage busses, a high voltage bus with eight components, and a 7-module, 18.9 kWh, 340V LiFePO4 battery pack
- Integrated team-added components and stock vehicle electrical and control networks, including 4 separate team-defined CAN networks
- Team earned first place in all four years of EcoCAR 3 competition

Education

M.S. Electrical and Computer Engineering, The Ohio State University, Columbus, Ohio

Thesis: *Design and Validation of an Active Stereo Vision System for the OSU EcoCAR 3* ([link](#))

B.S. Electrical and Computer Engineering, The Ohio State University, Columbus, Ohio

Certifications

Certified Scrum Master, Scrum Alliance (2022 – Present)

Design for Six Sigma Black Belt (2018 – Present)

Skills

Software Development: C, C++, Shell, Python, Groovy, JavaScript, C#, MATLAB, Simulink, Java

Tools and Methods: Git, Jira, Jenkins, GitLab, GitHub, Gerrit, Asana, Visual Studio, VSCode, Scrum, Agile

Soft Skills: Project management, time management, documentation, communication, collaboration, attention to detail, presentation skills