

Christopher Pepe

Embedded Systems/Software Engineer

Christopher has a wide range of skills working with everything from small 8-bit systems to multicore 32-bit x86 servers. Christopher specializes in leveraging open source technologies and laid the groundwork for running uClinux on the Blackfin at Boston Engineering. Additionally, he played an important role in the design of Boston Engineering's rapid prototyping system, the FlexStack, and is working to create a uClinux board support package for LabView Embedded on the Blackfin. Christopher is a well rounded developer that compliments our software team at all levels.

On recent embedded projects Christopher has provided creative solutions for:

- uClinux character device drivers for the Blackfin DSP
- Multithreaded C++ Hardware Interface API for LCD, FPGA, I2C, SPI, and OS Abstraction
- UV and Thermal Sensor drivers on the HC12
- Python Network Camera Demo for the FlexStack

Christopher is creative and resourceful in his work. He is able to quickly adopt new languages and write efficient code, and his mechanical and electrical engineering background lends him insights that many computer scientists do not have.

Professional Experience

Boston Engineering

Waltham, MA

Linux Infrastructure Engineer. Developed Nagios plugins in bash and perl to monitor hardware such as raid arrays, memory, and disk space. Developed Peachtree Accounting to MySQL data converter using perl and VB6.0. Developed project monitoring application using Django, Nagios, and custom python backend used by project managers to manage projects.

Electrical Engineer. Mixed signal circuit design, prototyping, 2&4 layer PCB layout, interface circuit design, embedded drivers and applications in C/C++ on AVR and HC12 processors using custom OS, FreeRTOS, and CMX. Embedded linux applications and drivers on ARM and Blackfin processors.