Vince Bafetti

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Electronic systems design engineer with passion for inventive design, tactical approach to achieving goals, collaborative leadership style. Proven success in project management, electronics and software design, signal integrity, power integrity, EMI/EMC, manufacturing, technical communications and team building.

Core Competence	Technical Software
Electronics design: analog, digital, CPU/SOC, firmware	OrCAD, Allegro, PADS, Arena PLM
Schematic capture, PCB layout, board production & bringup	C/C++, MATLAB
Signal integrity, EMI, power, thermal	Illustrator
Manufacturing program development	

EDUCATION

University of California at Berkeley
Bachelor of Science, Electrical Engineering and Computer Science

PROFESSIONAL EXPERIENCE

DROBO, Santa Clara, CA
Hardware Engineering Manager, 2012-present
Lead systems engineer for Drobo's BeyondRAID storage product line, driving designs from prototype to mass production. Hands-on technical manager leading board design teams in US and China. Co-develop with software and mechanical teams. Drive high-speed signal integrity, EMI and thermal characterization. Reduced cost and time to market by moving from ODM joint development to in-house design. Improved engineering-to-operations flow by integrating OrCAD and Arena PLM. Promoted to manager January 2013, leading team of two engineers. Report to VP Engineering, presenting at CEO project meetings.

CAVIUM, San Jose, CA
Senior Hardware Systems Designer, 2011-2012

Lead systems engineer for wireless video business unit of fabless semiconductor company. Developed reference designs for wireless HDMI transmitters and receivers. Supported top-tier consumer electronics companies in bringing new wireless HDMI products to market. Managed two local engineers and board design teams in Taiwan. Designed plastic enclosures for reference boards. Performed thermal and power characterization. Solved EMI problems on HDMI. Supported customer OEM/ODM mass production in China.

UBICOM, San Jose, CA
Staff Systems Engineer, 2004-2011
Lead systems engineer for fabless semiconductor company. Developed reference designs for 802.11n dual-band wireless gigabit routers and networked media devices. Developed bringup systems for three generations of network CPU. Drove IC package design from PCB layout requirements. Managed board design teams in US and India. Supported OEM/ODM mass production in Taiwan and China. Promoted to staff engineer in 2006. Reported to VP VLSI Design, presenting at CEO project meetings.

BRIDGEPOINT SYSTEMS, Oakland, CA
Senior Project Engineer, 2003-2004
Developed smartcard/biometric physical access control product line sold to government customers. Developed electronics and firmware for three card reader products based on Motorola HC908, including fingerprint sensor, smart card, mag stripe, and PIN pad. Reverse-engineered and extended door controller firmware (Forth) and enrollment station applications (Visual Basic). Managed installations and brought up systems at US Army bases in Virginia and North Carolina. Managed two techs and two software contractors.

MOTO DEVELOPMENT GROUP, San Francisco, CA
Contract Electronics Design Engineer, 2002

Developed two products for a client in the personal entertainment market. Worked from high-level specifications and produced working prototypes in less than two months. Delivered complete design documentation, schematics and PCB layout, costed bill of materials with alternate sources.

IRIDIGM DISPLAY CORPORATION, San Francisco, CA
Senior System Electronics Engineer, 2001–2002

Amplifier design, FPGA design & simulation, power supply design, microcontroller development, Windows software development, mechanical design, PCB layout. One of two electronics engineers in a 15-person company, supporting new display technology transition from laboratory to product. Engineered electro-optical characterization system that facilitated rapid improvement of display quality. Developed system to demonstrate gray-scale display for the first time at key trade show. Designed portable power supply that allowed sales people to take demonstration system to customer sites.

SELF-EMPLOYED TECHNICAL CONSULTANT, San Francisco, CA
1999–2001

Wrote marketing collateral and white papers for internet companies. Recruited software engineers to early-stage startups. Consulted for recruiting agency, interviewing company officers and hiring managers, writing recruiter reference documents, and training the recruiters on their new clients. Created and presented a series of technical training sessions to educate recruiters on internet technologies.

DOLBY LABORATORIES, San Francisco, CA
Electronics Design Engineer, 1998–1999

Led the development of the DP572 Dolby-E Decoder for multi-channel audio distribution in digital television broadcast studios. Worked with company officers and senior engineers in San Francisco and New York to define product specification in line with marketing goals. Designed product using four processors, a real-time operating system, Ethernet, and specialized video and digital audio interfaces. Accelerated the project by mentoring a junior engineer in designing FPGA subsystem. Supported prototype manufacturing and test program development.

CONNECTIX CORPORATION, San Mateo, CA
Hardware Engineer, 1995–1997

Led USB1.0 development and manufacturing test program for QuickCam digital video cameras. Created prototype USB camera development platform 6 months before camera hardware completion. Represented Connectix in the USB-IF and developer conferences. Demonstrated USB QuickCam VC to the press at Spring Comdex 1997. Developed and managed manufacturing test program. Recommended design changes that reduced manufacturing cost by more than 10%. Worked in a three-person team to relocate manufacturing operation from Bay Area to rural Mississippi, resulting in significant cost savings.

NASA Goddard Space Flight Center, Greenbelt, MD
Hardware Engineer, 1993–1994

Designed and simulated multi-FPGA data comparator card to test spacecraft data formatting system. Simulations resulted in prototype going to production with no modifications, a first for the group. Developed buffer reconstruction algorithms. Documentation included flowcharts to enable software engineers to integrate my design into system. Delivered presentations in design reviews, earning high praise from senior NASA staff. Oversaw production and wrote test software.

UC Berkeley Space Sciences Lab, Berkeley, CA
Senior Engineering Aide, 1990–1995

Supported engineers developing instruments for satellite-based space physics research. Designed electronics for electric field sensors and satellite power supply. Analyzed heat transfer to estimate transistor performance in the vacuum of space. Created procedures for instrument power supply acceptance test.