ANTON SEBASTIAN BILBAENO

971-344-0011 | antoaenono@pm.me | antoaenono.com
github.com/antoaenono | linkedin.com/in/antonbilbaeno

EDUCATION

M.S. Computer Science, Portland State University — GPA: 4.0 | 2026
B.S. Electrical & Computer Engineering, Oregon State University — GPA: 3.4 | 2013

EMPLOYMENT

Product Architect – Bold Reuse — May 2024 - Dec 2025

- Design, model and 3D print an installation-free mechanical system which triggered on the rounded corners of standard dish racks.

Hand Fabrication Technician – Timberlab — Aug 2022 - Nov 2022

- Entrusted with complex hand fabrication tasks.
- Design a plunge chainsaw jig which allowed operating with one person instead of two.

Electrical Engineer – Folktek — Jul 2016 - Nov 2019

- Responsible for mix of designs at low to medium volumes (thousands) from idea to PCBA.
- Design analog logic functions from discrete components and analog ICs.
- Manage library of symbols, footprints, and schematics via git submodules.
- Hire a small team to assist with circuit prototyping & in-house PCB assembly.

Electrical Engineer – **Novus Labs** — Jul 2013 - Jul 2016

- Primary role: electronics design & in-house prototyping (breadboard, schematic, PCB, SMT assembly, reflow & rework).
- Developed microcontroller firmware for driving motors & solenoids, Bluetooth & Wi-Fi modules, GPIO/UART/Serial/I2C/SPI interfaces.
- Create model of capacitive touch-screen overlay PCB (Python, Eagle CAD) for parametric exploration.
- Electronics and CLI for driving a bunch of relays to perform interactions with devices under test and capture device output.

- We got tasked with helping some VR company doing doing a proof of concept for their zombie game. Mission critical work.

- I scrolled endlessly through datasheets of solenoids and contacted every supplier I could find to get samples to play with. This little toy gun needed to kick as hard as possible, it ended up being more than you expected.
- Then, the airsoft gun and I spent some quality time with a dremel to drop in the solenoid, lithium ion cells, and route wiring.
- Next of course, I threw an Arduino at it. Turns out the Arduino loop isn't fast enough to put out a short enough pulse to whatever solenoid driver IC that I found. Wide (*and somewhat variable)* pulses from the Arduino were making that solenoid heat up. At the time, even though I was supposed to be an electrical engineer, another one of my colleagues ended up making a board for our "one-shot". Later, as I got deeper into the analog electronics world at Folktek, I'd learn that duh, we have all sorts of analog ICs for timing stuff this.