

Conor Wood Hayes

cwoodhayes.github.io github.com/cwoodhayes [linkedin.com/in/cwoodhayes](https://www.linkedin.com/in/cwoodhayes) cwhayes@u.northwestern.edu [\(949\) 554 3392](tel:(949)5543392)

EDUCATION

Northwestern University – *M.S. Robotics* Sep 2025–Aug 2026 (expected)

University of Southern California – *B.S. Computer Engineering & Computer Science* 2015–2019

Magna Cum Laude. Minor in Chinese for the Professions, Thematic Option (Honors in Liberal Arts)

SKILLS

Programming Languages: Python, C++, C, CMake, Bash/Zsh, Rust, SQL, TypeScript, Verilog, Assembly

Robotics: SLAM, Computer Vision, Tactile Sensing, State Estimation, Robot Kinematics & Dynamics, Path Planning, Control Theory

Machine Learning & AI: Imitation Learning, Foundation Models (LLM/VLM/VLA), Deep Learning, Deep Reinforcement Learning

Software: ROS 2, PyTorch, NumPy, Pandas, Linux, Git, Docker, AWS, CI/CD, Databases

Hardware: PCB Design, Electronics, Microcontrollers, CAD (OnShape), 3D Printing, Laser Cutting

WORK EXPERIENCE

Conor Hayes Software Consulting, Inc | *CEO* 2023 - 2025, IN/NY/CA

- Built reusable hardware testing framework (Python) for two \$500K nuclear fusion test racks, driving on-time delivery in 8mos.
- Redesigned BLE protocol (C, TypeScript) for NRF52-based wearable. +2 sensors, +800% bandwidth, -10% power consumption.
- Prototyped a low-latency peer-to-peer telepresence platform for controlling robots via web client (WebRTC, AWS, TypeScript).

Wesper, Inc | *Software Engineer (8th employee @ startup)* 2020 - 2022, New York City

- Developed sleep apnea diagnosis wearable from prototype to FDA cleared mass product as lead firmware developer (C, NRF5X).
- Added new sensors, on-device algorithms, and BLE services to enable real-time reporting of heart rate, SpO2, and sleep pose.
- Led a team of 3 to build backend from scratch (AWS ECS, EC2, λ , S3, RDS MySQL, Python) to ingest and process all patient data.

Honeybee Robotics | *Software & Electrical Engineering Intern* May - Aug 2018, Pasadena, CA

- Developed drivers, middleware (C++, ZeroMQ), and GUIs (Qt), for ROS-based testing framework for space exploration robotics.
- Designed, assembled, and validated PCB (Altium) for DC motor control of weatherproof hand drill for arctic exploration.

NASA Jet Propulsion Laboratory | *Flight Electronics Intern (Group 349E) - Sphinx Project* Jan - Aug 2017, Pasadena, CA

- Developed still-in-use automated test system & BSP modules (C, Python, assembly) for first deep-space cubesat avionics system.
- Supported initial board bring-up, discovered critical bugs in novel rad-hardened NAND flash controller & other peripherals.

PROJECTS

PolyUMI — *Visual-Tactile Data Collector for Dexterous Manipulation Imitation Learning* Jan-Mar 2026

- Designed & built wireless handheld grasping data collector (based on UMI) with novel sensor array including optical tactile sensor.
- Developed data extraction, cleaning, SLAM, and visualization pipeline (Python, ROS 2) to support training diffusion policies.

LeHome Challenge 2026 - *Vision-Language-Action (VLA) Model for Bimanual Garment Folding* Jan-Mar 2026

- Trained 2 SO-101 arms to fold laundry using VLA (LeRobot SmolVLA) fine-tuned on teleoperation data in Isaac Sim.
- Generated diverse synthetic training data with domain randomization + data augmentation (NVIDIA Cosmos, Python).

Simultaneous Localization and Mapping (SLAM) from Scratch Jan-Mar 2026

- Developed & deployed from-scratch Extended Kalman Filter (EKF) LiDAR SLAM pipeline for Turtlebot3 (ROS2, C++).
- Implemented custom RViz-based simulation environment to test diff-drive control, odometry, and lidar algorithms.

PenPal — *Handwriting with the Franka Panda 7DoF Robot Arm* Nov-Dec 2025

- Designed system architecture, led group of 4 to create a robot arm-based handwriting system for a randomly moving whiteboard.
- Developed online, reactive trajectory generation and closed-loop visual cartesian control (Python, ROS 2, MoveIt 2, RealSense).

Traveler IV — *First 100% undergrad-made rocket to fly to space (USC Rocket Propulsion Lab)* 2015-2019

- Built & led 30-person avionics team overseeing all software & electronics to manufacture and fly high-performance rockets.
- Developed flight software (C++), PCB's (Altium), EGSE (Python, ham radio), and data analysis (Matlab) for custom avionics system.
- Debugged electrical, software, and radio issues in harsh environments under time constraints, leading to successful space launch.

AWARDS + HOBBIES

American Institute of Astronautics and Aeronautics | *Achievement Award* Oct 2019

National Academy of Engineering/USC | *Grand Challenges Scholar* May 2019

University of Southern California | *Renaissance Scholar (0.9% of graduating class)* May 2019

Recorded Music: Accumulated 800,000+ Spotify streams on original music under artist name *Wise John* (24 songs, 1 album, 1 EP).

Languages: English (native), Mandarin Chinese (conversational)