Gregory Landowski

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Skills

Wireless Test Engineering
SAR, Time-Averaged SAR, Incident and Absorbed Power Density, Wireless Power Transfer, Nerve Simulation, RF Emissions

Wireless Certification

RSS-102.SAR.MEAS, RSS-102.APD.MEAS, RSS-102.IPD.MEAS, RSS-102.NS.MEAS, FCC KDB 447498

Test and Measurement Equipment Proficiency
R&S CMW500, Keysight UXM 5G, Bojay mmWave Chambers, R&S ZNLE VNA, Keysight EXA Spectrum Analyzers, R&S NRP Power Sensors, DASY5/6/8, cSAR

Software Development
Python, C, C++, Rust, C#, ReactJS, NodeJS, Relational Database Architecture

Academics

San Jose State University | B.S. Software Engineering | *2019-2022*
Emphasis in Computer Architecture, Analysis of Algorithms, Cryptography, and SQL + NoSQL Distributed Database Systems

Employment

UL Solutions, SAR Laboratory Engineer | *August 2024 – Present*
- Assumed L2 Project Lead duties on all Time-Averaged SAR (TAS) functions within the Fremont SAR Department.
- Working with Fortune 500 customers as well as TCB/FCB members to find solutions for TAS Validation and Certification.

UL LLC, SAR Laboratory Technician | *March 2021 – January 2022*
- Primarily responsible for certification of Time-Averaged SAR algorithms, such as Qualcomm's SmartTransmit certification.
- Facilitated software development within the Specific Absorption Rate (SAR) Group
- Automated instruments utilizing VISA in C#/.NET and Python.
- Performed conducted output power, SAR, and MPE measurements on unreleased consumer products.

UL LLC, Software Developer | *August 2018 – March 2021*
- Worked closely with confidential tech clients to provide End-to-End software solutions on tight annual release schedules.
- Served as a Software Architect for various tools and frameworks including a project and resource management tool, a sample inventory tracker and an automation framework for data acquision.

Projects

GWCC | Developer | *2016 – Present*
Reverse Engineered proprietary network protocols and cryptography methods of the popular online game Guild Wars.

GWToolbox | Developer | *2015 – 2020*
Collaborated with a team of five through Github to create modifications for Guild Wars. Built a community of 3600 and growing around our modification tools and their development. Now officially recognized by ArenaNet, the owner of Guild Wars.