

**Ronald H. Nicholson, Jr.**  
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**Objective:** Senior Mobile Architect/Manager/Research Engineer

**Highlights**

• Innovative inventor and problem solver on industry leading, forward thinking technologies: SGI Set top box architecture; Nintendo 64 ASIC design; Commodore Amiga architecture; original Mac prototype ASICs.

**Work History**

- 2000 – present HotPaw Productions: iPhone application development (17 apps), PalmOS and DSP consulting.
- 2009 - 2010 Wyse Technology, Senior Research Engineer  
iPhone and Mobile Thin Client Software development for a Top Revenue Business App.
- 2005 - 2008 Agate Logic, Director of Architecture and Applications  
Microarchitecture and design of an FPGA interconnect. Three 130 nm tape-outs.
- 2000 – 2002 Palmchip, Inc., Senior Member of the Technical Staff  
Designed a high performance SOC (system-on-a-chip) bus architecture. 0.18 micron tape-out.
- 1994 – 1999 Silicon Graphics, Inc., Member of the Technical Staff  
Advanced Media Products: Microarchitecture and subsystem design of a 200 MHz 3 million gate-equivalent HDTV video ASIC. Verilog/Synopsys methodology. MIPS Consumer Group: Microarchitecture of a combined MPEG-2/DVD decoder and 3D graphics ASIC. U.S. patent 6,275,239. SGI Interactive Digital Solutions: Defined and delivered interactive television set-top box hardware for NTT. Designed a portion of the MIPS Reality Co-Processor, which was used in the highly successful Nintendo 64 video game console.
- 1993 – 1994 Sierra Research & Technology, Senior Design Engineer  
Primary architect of an OC-12 ATM network interface ASIC.
- 1991 – 1993 Sigma Designs, Manager of Technology  
Managed the ASIC design group and CAE staff. Designed high speed video imaging ASICs. Developed in-house CAD tools.
- 1985 – 1991 Hewlett Packard, Development Engineer  
Systems Technology Division: Designed RISC I/O ASICs and an experimental testbed system for GaAs and ECL VLSI.
- 1984 Information Appliance Inc., Software Project Manager  
Developed experimental user interfaces for the Canon Cat computer.
- 1983 – 1984 Amiga Computer, Director of Hardware Engineering  
Designed the prototype for the 68000 based Amiga computer.  
Co-architect of three full custom VLSI integrated circuits including color graphics, video, bit-blit and vector graphics acceleration, audio synthesis, and disk controller. Staffed and organized the initial engineering team. Issued U.S. patents 4,777,621; 4,874,164; 5,103,499 and 5,594,473 for the Amiga graphics and architecture.
- 1980 – 1983 Apple Computer, Member of the Technical Staff  
Macintosh Division: Project Engineer for four custom integrated circuits including the Mac and Apple IIC IWM disk controller chip.

**Education:** UC Berkeley, BS in Engineering Mathematics

**Technical Skills:**

Verilog/Synopsys DC, Linux/MacOS, Objective C/C, PalmOS and iOS/Phone/iPad development.

**Other:**

Experience with patent litigation.  
Licensed Private Pilot. Advanced class amateur radio license N6YWU.  
U.S. Citizen. Member of IEEE. Excellent health. Willing to travel.  
Professional references available upon request.