

Gregory Martin

Strategic Technologist

gregory@cylinderstudio.com

cylinderstudio.com

linkedin.com/in/cylinderstudio/

github.com/cylinderStudio

Skills

Tools: VS Code, MS Office, Adobe Creative Suite, Visio/OmniGraffle, Git/GitHub, Postman

Coding: Python, Pandas, JavaScript, NodeJS, Arduino, HTML/CSS, SQL, JSON, XML, APIs, IoT

Technical Writing: user guides, experiment findings, API docs, business reports, Swagger, Markdown

Prototyping and UX: building interactive and physical prototypes at varying levels of fidelity

Gen AI: Prompting, open LLMs, document RAG, vector databases, Stable Diffusion art generation

Materials and Fabrication: 3D printing, CAD, laser cutting

Experience

Strategic Technologist and Consultant – Freelance (dba Cylinder Studio)

Seattle, WA | June 2024 – Present

- Build interactive systems—from physical prototypes to software tools—blending hardware, code, and UX to explore workflows, environments, and real-world behaviors
- Engineer lightweight data pipelines using sensors, APIs, Python, and SQL—collecting, shaping, and visualizing data to uncover patterns and drive decisions
- Translate complex systems into clear communication, producing guides, documentation, and frameworks that help teams understand, operate, and scale their tools

Independent Technical Exploration – Personal Initiative

Seattle, WA | July 2023 – June 2024

Pursuing self-directed research, hands-on experimentation, and skill-building in emerging technologies to remain current and broaden expertise.

- Investigating AI tools and workflows and experimenting with Open LLMs, Stable Diffusion, fine-tuning, RAG, Agent platforms, and Hugging Face model hosting
- Expanding technical writing proficiencies with OpenAPI and Swagger documentation
- Building proficiency in Python tools: NumPy, Pandas, Gradio, and Streamlit

Senior Design Technologist – Amazon

Seattle, WA | November 2015 – June 2023

- Led a UX experimentation program exploring emerging HCI technologies and use cases for fulfillment prototyping
- Created documentation and internal promos tailored to both technical and non-technical stakeholders
- Scoped, built, and tested a multi-modal instructional system prototype for workstation learning
- Managed the UX prototyping lab, tools, and systems
- Established prototyping best practices and mentored other design technologists
- Developed client/server apps and RFID logic for a patented, high-fidelity warehouse inventory prototype

Senior Creative Technologist – Nordstrom Seattle, WA | July 2012 – October 2015

- Created and maintained the platform for rapid configuration and deployment of in-store, networked photo booth installations
- Developed a series of wearables prototypes consisting of separate but paired garments with embedded LEDs
- Worked with the Visual Merchandising team on multi-modal store window projects consisting of interactions, lighting, and music
- Wrote software documentation and provided technical support leadership for interactive experiences

Interactive Developer – Freelance (dba Cylinder Studio) Seattle, WA | January 2010 – December 2015

- Defined requirements, wrote documentation, and performed all development for interactive projects, including websites, content management systems, iOS applications, and touchscreen kiosks
- Created touchscreen kiosk applications, marketing websites, and iPad apps
- Contracted at Microsoft Advertising (January 2012 – July 2012) to build interactive ad demos for Fortune 100 customers, help convert development standards from Flash to HTML5, and create ad experience prototypes on new Surface tablet devices

Patents

Mobile Tray for Performing RFID Reads, US 10402600 - September 3, 2019

Generation and Presentation of Location-Based Indications, US 10121034 - November 6, 2018

Container Holding Fixtures, US 20180089474 - March 29, 2018

Education

Master of Arts, English – Texas A&M University

Bachelor of Business Administration, Marketing

Bachelor of Arts, English