

## JOHN THEODORE REINE

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### EXPERIENCE

#### **HEARGLASS Inc.**

NY, NY

Wearable Tech/Hearing Assistance startup

2014-present

#### ***Software + Hardware Engineer***

- Wrote embedded 8 bit PIC code controlling wearable device that communicates to iPhone over Bluetooth
- Wrote IOS app that controls device over Bluetooth using Cocos2d and ported Android using Apportable
- Developed settings syncing through phones for rapid prototype development amongst beta testers.
- Half of R+D team and helped with all product development including hardware design, schematic reviews, 3D design, manufacturing of prototypes and usability.

#### **Epic Cycling Trip across the US**

2013-2014

- Got rid of everything I own and fulfilled childhood dream to meander across the US by bicycle.
- MA->NY->PA->OH->KT->TN->MS->LA->TX->NM->CO->WY->MT->ID->WA->OR->CA
- Spent 3 weeks helping to run a whitewater rafting company in CO, helped out a music festival in WY, soaked in hot springs in ID, woke up to snow covered Elk in Yellowstone, cycled through Buffalo in the Tetons, got HearGlass prototype working in my tent at night.

#### **VICARIOUS VISIONS, INC.**

Menands, NY

An Activision game development studio

2009-2013

#### ***Software + Hardware Engineer***

- Prototyped Guitar Hero on iPhone resulting in the development of a commercially available game
- Worked on designing and prototyping next generation guitar for Guitar Hero.
- Build Support Engineer on Skylanders: Swap Force for all gaming consoles.
- Created many generations of working prototypes for Swap Force characters and designed Patented magnet/inductor connector with RFID for final design of characters.
- Prototyped and received Patent for playing Guitar Hero on a BluRay player

#### **REQUEST, INC.** Ballston Spa, NY

1997 -2008

**Founder + Board Member of high-end home-entertainment systems company**

#### ***Product Development and Interface Manager***

2001-2008

- Spearheaded migration from direct consumer sales to CEDIA distributed sales, expanding sales network by 100% and shifting strategic focus to high-end niche
- Developed and implemented third-party Crestron and AMX interfaces to control "AudioReQuest," enabling entry into the high-end CEDIA market
- Negotiated deal with CEDIA manufactures to promote and sell product, quickly expanding dealer-base
- Conceptualized and executed new product "IQ," an innovative, multi-zone whole house audio system
- Designed and wrote user interfaces in Javascript, AS3, Simple+, and Objective C for iPhone
- Designed first-ever classical music interface, allowing unique browsing and playing by "Performance"

### ***Sales/Support/Product Development***

2001-2008

- Cultivated relationships with dealers and salespeople through multiple in-person visits, securing long-term sales contracts and building the ReQuest brand
- Became public identity of company through international dealer/installer trainings, on-demand high-level support, and interacted with press events.

### ***Founder/President***

1997-2001

- Started ReQuest Inc. from college apartment with my roommate initially funded by winning RPI's first-annual \$25K business plan competition
- Raised initial seed investment of \$50k from local venture capital firm and secured second round funding from angel investor of \$1.25M
- Built and designed initial AudioReQuest prototype and build first production run of 250 units by hand.
- Received patent for "Netsysc," a key market differentiator, providing customers with the ability to synchronize music and movies among multiple homes. Sold patent to Samsung in 2012 for \$4.5M and with the proceeds all of ReQuest investors got all their money back plus a bit of interest.
- Won multiple awards including: 2004-2005 Inc 500 Fastest Growing Private Company, \$100k Tech Valley Business Plan competition winner, 2002 CEDIA Product of the Year

### **EDUCATION**

#### **RENSSELAER POLYTECHNIC INSTITUTE**

*Bachelor of Science, Electrical Engineering, June 1996*

Troy, NY

1992-1996

### **SKILLS**

- Software: C, C++, Objective C (iPhone), Java, Javascript, Node.js, Cocos2D
- Hardware: embedded systems design and prototyping, Bluetooth, Arduino + PIC micros, RFID.
- 3 US Patents