

# Zachary P Gunther

Electrical Engineering & Computer Science Dual Major

## Contact Info

Farmington, Maine – 207-491-7291 – [gunthz@rpi.edu](mailto:gunthz@rpi.edu) – Portfolio Website - <http://zgunther.com>  
Linkedin - <https://www.linkedin.com/in/zack-gunther-9484641b9/>

## Education

### **Rensselaer Polytechnic Institute** – Troy, New York

September 2019 - Current (Expected graduation: May 2023 - anticipating master's program 2023-2024)  
GPA - 3.76 - Electrical Engineering & Computer Science Dual Major

## Work Experience

### **Automation Engineering Internship** - *Intuitive Surgical*

May 2022 - August 2022 - Sunnyvale, California  
Created and modified C# GUI applications controlling robotic assemblies for manufacturing  
Used and improved a custom state machine based automation framework  
Wrote documentation for and tested automated systems

### **Electrical Engineering Co-op** - *SimpliSafe*

August 2021 - January 2022 - Boston, Massachusetts  
Designed equipment and setups for camera testing and automation  
Wrote web applications using JavaScript, HTML, and CSS for video image quality analysis  
Wrote GUI Python applications for flashing camera firmware and hardware automation  
Designed circuits and, prototyped custom PCBs for hardware automation projects

### **Automation and Control Engineering Internship** - *Cree*

May 2020 - August 2020 - Durham, North Carolina  
Created GUI applications for data collection, analysis, and storage  
Learned SQL and implemented data collection and management applications  
Implemented algorithms and made .dll's for high-speed data analysis

## Relevant Experience

Programming Languages - Python, Java, JavaScript, HTML, CSS, SQL, C, C#, C++, VB.Net

Software - Visual Studio, Git, BitBucket, Github, Jira, Confluence, Fusion 360, NX, Onshape, EasyEDA,

### **Programming**

Created web-based analog circuit, digital circuit, and physics simulators (see [zgunther.com](http://zgunther.com))  
Used WebGL, OpenGL, and Unity to develop 3D renderers for CAD programs, simulators, games  
Wrote standard and raytracing shaders for OpenGL and WebGL  
Wrote multithreaded python GUI apps (PyQt6, OpenCV, NumPy) for data and video analysis

### **Electrical Circuitry**

Designed custom FM & AM receivers & transmitters for audio transmission and RC car controllers  
Used analog audio filtering and modulating for guitar amps, guitar pedals, effect boxes, mixers  
Designed MOSFET & IGBT gate driver circuitry for amplifiers, induction heaters, tesla coils, etc.  
Built high power class D (digital) power amplifier design for PA speakers

### **Embedded Control**

Designed controllers for custom-built CNC routers (for milling PCBs & rapid prototyping)  
Programmed microprocessors for audio manipulation using custom ADC & DAC circuits  
Built custom sound-activated RGB strip controllers to be used with speakers & drum sets  
Designed electric drum set controllers with digital sound synthesizing & analog filtering