Andrew Ramsey

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Education

Aug. 2014 – Present

Computer Engineering BSMS, *Rochester Institute of Technology*, Overall GPA: 3.97, Honors

- Senior Design I
- Circuits I/II with Lab
- Electronics I with Lab
- Digital IC Design with Lab
- Digital System Design I/II with Lab
- Reconfigurable Computing with Lab
- Applied Programming
- Digital Signal Processing
- Assembly Language with Lab
- Interface and Digital Electronics
- Data & Communication Networks
- Computer Organization/Architecture

Computer Skills

Languages: C, VHDL, Verilog, Python, Assembly, LaTeX, Bash

Software: Linux, Vivado, ISE, ModelSim, OrCAD PSpice, Quartus II, GNURadio, Git, Vim

Hardware: FPGAs, SDRs, Cortex-M0+, Oscilloscope, Multimeter, Function Generator

Jobs

May 2017 – Aug. 2017

Research Assistant, *Technische Universität Dortmund*

Researched autonomous drone navigation via computer vision and ultra-wideband positioning

- Scaled computer vision-based location using curve fitting
- Achieved autonomous, scale accurate flight using only a single camera
- Overcame language communication barriers to work in an international setting

May 2016 – Jan. 2017

Computer Engineering Intern, *Parsons Corporation*

Designing FPGA programs and software defined radio based applications

- Wrote, integrated, and tested prebuilt and custom IP to create a complete FPGA design
- Generated spec-compliant radio transmissions based on decoded data
- Replaced GNURadio with a custom, lightweight version using only C

Aug. 2015 – Present

Teaching Assistant & Mentor, *Rochester Institute of Technology*

Assist first-year students in lab exercises and adjusting to college

- Explained digital design concepts in a straightforward manner
- Rewrote lab handouts to be understandable and self-contained
- Graded lab exercises and reports

Projects

Dec. 2015 – Present

Mastermind

The game of Mastermind on the Freescale Freedom KL46Z

- Designing a PCB to use as an outreach tool for children
- Wrote mixed C and ARM Assembly to provide software functionality
- Enhanced the game using RGB LEDs for feedback

Oct. 2014 – Present

Clue

An effort to recreate the board game Clue on the computer in C

- Developed a decision model based on real world experience
- Self taught graph theory principles

Extracurriculars

Eagle Scout Award, Assistant Scout Master

Contra Costa County Sheriff's Search and Rescue

FAR OUT Rocketry – Avionics