

# Aidan Venckus

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## Education

University of California, Santa Cruz

Expected Graduation: June 2022

**Bachelor of Science in Computer Engineering (GPA 3.43)**

Concentration in Robotics and Control & Planned Minor in Electrical Engineering

## Work Experience

UCSC - Computer Systems and Assembly Language - *Tutor & Grader*

September 2019 - March 2021

- Assisted students in learning computer system fundamentals including computer logic, assembly language, data path, various data types, git, multimedia logic, ascii, and much more.
- Guided students through the design, development, and implementation of assembly language in class assignments.

UCSC - Embedded Systems and C Programming - *Tutor & Grader*

January 2021 - March 2021

- Aided in teaching an introduction to the C programming language as a means for controlling embedded systems, In addition to tutoring coursework, helped students develop and debug complex C programs.

CITRIS - Drone Pilots In Training Program - *Paid Training & Mentorship*

January 2022 - March 2022

- Will be partaking in a 10 week program focusing on learning to fly various drones, photogrammetry, applying software to map, process imagery, apply drones to research, and take the FAA 107 exam.

Merrill Pottery Cooperative - *Manager (Volunteer)*

September 2018 - Present

- Volunteered at the student-run ceramic studio that is on campus, responsibilities included record keeping, teaching others, firing kilns, safety management, emailing, and other administrative duties.

## Skills

C / C++

Python

Assembly Language

Matlab

Algorithms/Data Structures

FPGA using Verilog

Embedded Systems

Soldering / Circuitry

Solidworks / Fusion360

Microcontrollers

3D printing (Ender 3)

Git, Bash, Command Line

## Key Coursework

- Capstone: Mechatronics (A) - Combination of software engineering and electrical engineering to build autonomous wheel driven bots to complete randomized fields with focuses in C, sensors, filtering, event driven programming, CAD design, motors, and power systems.
- Microprocessor System Design (A) - Design and use of microprocessor and microcontroller architecture, bus and memory organization, interrupts, peripheral devices, etc in C on PSoC.
- Logic Design (A-) - Boolean algebra, logic minimization, finite-state machines, sequential circuits, introduction to system level design, etc in Verilog on FPGA.
- Introduction to Algorithm and Data Structures (A) - Intro to abstract data types and algorithms; linked lists, stacks, queues, hash tables, trees, heaps, and graphs, etc in C.

## Leadership Positions and Activities

Member of the UCSC CubeSat Club

Winter 2021 - Spring 2021

- My responsibilities include working with the On-Board-Computer subteam.

Member of the UCSC Amateur Radio Club

Spring 2019 - Spring 2020

- Technician license for HAM radio (Callsign: "KN6CFM")

Lithuanian Boy Scouts for 14 years and position as a Scout Leader