

ALEX MILLAN

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EDUCATION

Bachelors of Science in Robotics Engineering

June 2018

University of California, Santa Cruz

PROJECTS

Study Buddies App - Developed an Android app with a team of 4 that included a JSON database, network communication, and GPS integration. The app allowed users to select classes they are enrolled in and find/create study groups for that class. Implemented Python programmed to webs scrape courses from the University's catalog.

Autonomous Vehicle - Built an 11" x 11" x 11" autonomous vehicle with an electrical and mechanical team of 3. Programmed and debugged a hierarchical state machine in an embedded system. Built vehicle's frame in SolidWorks. Programmed in C.

Chess Game - Designed a JFrame chess game. Created a chess piece super class then implement polymorphism for individual chess pieces. Used GitHub for version control. Programmed in Java.

COMPUTER SKILLS

Operating Systems

Windows, Mac, Linux

Applications

Git, Android Studios, SolidWorks

Languages

C, Java, C++

Microcontroller

Raspberry Pi, PSoC, Arduino, STM32

Technical Skills

Oscilloscope, Soldering, UART/SPI

EXPERIENCE

Peer Mentor

September 2016 - June 2018

University of California, Santa Cruz

- Mentored 192 undergraduates in staying on track to graduate by hosting academic events and communicating with each individual.
- Sent out weekly newsletter and discussed students' progress in biweekly staff meetings.

RELEVANT COURSEWORK

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- Algorithms and Abstract Data Types
 - Mobile Applications
 - Introduction to Mechatronics
 - Engineering Design Project I & II

AWARDS

Dean's Honor List 2018