Kyle Jeffrey

Robotics Engineering Student
Tau Beta Pi Secretary of Santa Cruz Chapter

2160 s. Waverly Dr.
Anaheim, CA 92802
(714) 931-1018
kajeffre@ucsc.edu

EDUCATION

Berkeley City College, Berkeley — *Associates of Science*

2016 - 2018

Acquired my Associates degree at Berkeley City College

UC Santa Cruz, Santa Cruz — BS *Robotics Engineering*

2018 - Present Day

Currently acquiring my Bachelors in Robotics Engineering

EXPERIENCE

Yektasonics, Santa Cruz CA — *Hardware Engineer*
Website: http://www.yektasonics.com

2019 - PRESENT

Starting as a hardware engineer aboard this startup, I worked with a team to assemble a prototype multichannel ultrasound beam former. I soldered SMD Integrated Circuits, worked with the PCB Board AutoCAD program EAGLE for reading schematics and building boards.

On a daily basis, my responsibilities consisted of taking hardware inventory to build the board, soldering together the board, testing board functionality/ IC unit functionality.

Miss Kelly's Cafe, Anaheim CA — *IT Technician*

2015 - PRESENT

Configured Point of Sales systems to comply with state standards for Credit Card Security. This included implementing aggressive firewall.

Created support documentation to empower the workers to find solutions to problems without contacting support services

SKILLS

UNIX Interface Proficiency

SSH: Remote Programming

Vivado Design Suite

MATLAB

EAGLE

Lab Tools i.e. Oscilliscope

LANGUAGES

C

Verilog (Out of Practice)

Javascript

Attitude Sensor — *Embedded Fusion Sensor*

Using a PIC32 microprocessor, a MPU-9250 IMU, and linear algebra, an AHRS(Attitude Heading Reference System) to measure Yaw, Pitch, and Roll of said sensor. See attached (Lab 4: Attitude Estimation)

Floppy Slug — *FPGA Board Arcade Game*

Developed an arcade game off of an FPGA board that included the circuitry for an LCD VGA port driver, 3 state game, hit detection and score keeping.

Text Dungeon RPG — *FILE I/O Customizable C Program*

Developed a text dungeon game with configurable directions. The game uses .txt files that include room descriptions, items in the room, and available exits.