## Education

- Jun 2019 Master of Science, Electrical Engineering, Portland State University, Portland, OR.
  - Present **GPA:** 4.00/4.00, Expected: Jun 2021
- Sep 2017 Bachelor of Science, Electrical Engineering, Portland State University, Portland, OR.
  - Jun 2020 GPA: 3.97/4.00, Summa cum laude

## Work Experience

- Dec 2016 Production Specialist III, Micro Systems Engineering Inc., Lake Oswego, OR.
  - Present Perform troubleshooting, wiring, and soldering tasks on automated systems and fixtures.
- 40 hr/week Backup shift lead for production tasks, designated to assign work, and resolve communication issues.
  - Introduce new production steps, update production documents, and perform training.
    Work on LabVIEW software changes for production imaging cells, including code reviews.
- Sep 2019 Engineering Internship Project, Micro Systems Engineering Inc., Lake Oswego, OR.
- Jan 2020 Worked with senior engineers to implement software changes to automated 4-axis imaging cell robot.
  - Introduced log4net logging to SQL, data collection to a digital factory, and changes to the state machine that reduced chances of collision and product loss.

## Skills

- Languages C++, C, Rust, LabVIEW 12.0, ARM Assembly, SystemVerilog, Matlab
- Programs Git, Linux (Ubuntu), Windows, LTspice, Cadence Virtuoso, Visual Studio, MS Office, SAP
- Hardware Soldering, Oscilloscope (Tektronix/Rigol), Function Generator (Tektronix), Power Supply

## Projects

- Jun 2020 Rust Self Balancing Robot, Rust, OpenOCD, GDB.
  - Present Built a self balancing robot using STM32f303 Discovery board. Programmed wireless data telemetry and Madgwick filter for IMU sensor fusion using embedded Rust. Currently working on tuning and wireless controls.
- Jan 2020 Senior Capstone, Rust, C++, Arduino, Kind2, Lustre, PHP, SQL, Apache2.
- Jun 2020 Modified Kind2 Lustre to Rust compiler to generate embedded Rust code from a verifiable language. Streamlined the process of creating verifiable embedded controllers. Found Rust PID controller to have identical real-world performance to controller written in C++.
- Apr 2020 MIPS-lite Simulator, C++, Git.
- Jun 2020 Designed a 5-stage MIPS simulator in C++ and tested output with provided generic memory image. The simulator was able to perform basic data manipulation on memory image.
- Sep 2019 CMOS Standard Library Design, Virtuoso 6.1.8, ADE, OCEAN/SKILL.
- Feb 2020 Designed standard library components using Cadence Virtuoso layout and ADE tools. Wrote scripts to simulate and measure output values with different temperatures, inputs voltages, and input rise times.
- Sep 2019 Class AB Audio Amplifier, LTspice, Soldering, Oscilloscope.
- Dec 2020 Designed a complimentary symmetry audio amplifier using mostly discrete BJTs to drive a 10W speaker. Soldered, designed and tested using homelab equipment.
- Sep 2018 ARM Sitara AM335x UART / I2C, ARM Assembly, C.
- Feb 2019 Programmed BeagleBone Black to communicate with an RC8660 talker boards and NewHaven LCD using assembly and C.