BRINDYN E. SCHULTZ

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WHY ELECTRICAL ENGINEERING?

My passion for engineering began during my childhood, ignited by a sense of curiosity that led me to pull apart my toys to glimpse at their inner workings. As I progressed to high school, the fields of physics and chemistry shifted the world around me into something new to explore. Eager to understand our world better, I pursued a university education, channeling my curiosity into ambitious projects involving electrical engineering, physics, chemistry, computer science, and mathematics.

SUMMARY OF TECHNICAL QUALIFICATIONS

PROGRAMMING LANGUAGES:

- Java, Python, C++, Go, VBA, HTML, CSS, JavaScript
- VHDL, Verilog
- ARMv8, x86

SPOKEN LANGUAGES:

• English-Fluent (Native), Spanish-Fluent (Second Language)

APPLICATIONS:

• Microsoft Office, Google Workspace, Visual Studio Code, MATLAB, Octave, Microsoft Azure, Amazon AWS, Vivado, UTM, Virtualbox, G/M Code

HARDWARE SYSTEMS:

• PC, Mac, Cloud, Arduino, Raspberry Pi, CNC Machines

PROFICIENCIES:

• Calculus, Engineering, Physics, Mathematics, Chemistry, Programming, Robotics, Artificial Intelligence, Maintenance & Repair, Electric Circuits, Manufacturing, Semiconductors

EDUCATION

Bachelor of Science in Computer Engineering and Computer Science

Minor in Mathematics Expected: May 2024

Lewis University, Romeoville, IL

Concentrations: Semiconductor Technology, Artificial Intelligence

WORK EXPERIENCE

Nanomaterials Researcher

Kissel Lab, Romeoville, IL

 Worked with a team of chemistry researchers to find a reliable, low-cost method for producing hydrogen gas. Used my physics knowledge to create an equipment setup for measuring low volumes of gasses with high accuracy. Gave regular presentations on the research, and helped write two official ACS research papers.

Part-time: October 2023 - Present

CNC Vertical Mill Machinist CNC Machinist Trainee Full-time: August 2023 - Present Full-time: January 2023 - August 2023

Walco Tool & Engineering, Romeoville, IL

• Worked with other machinists to create parts for a large variety of industries with a large emphasis on quality. Used workshop equipment and tools regularly and performed daily preventative maintenance. Worked closely with skilled manufacturing engineers and project engineers to optimize workshop efficiency.

Engineering Assistant at Lewis University Part-time: November 2021 - January 2023

Lewis University, Romeoville, IL

• Developed a system for managing inventory using a mobile app with an easy-to-use check-in and check-out system. Developed a program for the ECE department to auto-populate fields of a PDF to send to professors for software license management. Created and tested instructional labs for use in freshman and sophomore level undergraduate classes.

NOTABLE PROJECTS

D.A.V.I.D:

• Dynamic All-Electric Vehicle with Intelligent Devices. This capstone project involved creating an electric go-kart from a salvaged lawnmower, showcasing our ingenuity in sustainable transportation. We designed the vehicle from scratch, incorporating an advanced object-detection system for automatic brake activation, enhancing safety and efficiency.

SOLAR WATER ELECTROLYSIS RESEARCH:

 Within a chemistry research team, I contributed to a groundbreaking project focused on harnessing solar power for water electrolysis to produce hydrogen gas. Through experimentation and innovation, our team achieved success. My significant contribution to the project was the design of a precision measuring device capable of accurately measuring small volumes of gas.

PIP-1 COMPUTER IN MINECRAFT:

• In my Computer Organization course, I explored the theoretical PIP-1 computer. As a personal project, I recreated it in Minecraft, documenting the process in a YouTube video and presenting it in class. This endeavor deepened my understanding of computer systems and sparked engaging discussions among classmates.

SPORTS PREDICTION IN EXCEL:

• Using my foundation in linear algebra and data science, complemented by newly acquired skills in VBA programming, I developed a sports prediction interface tailored for forecasting NFL game outcomes. Originally aiming for a 60-65% prediction accuracy, I surpassed expectations by achieving an impressive 70% success rate on average.

VOICE-CONTROLLED VENDING MACHINE:

Motivated to address the need for contactless interactions during the COVID-19 pandemic, I
designed a voice-activated vending machine. This project not only showcased my technical skills
but also demonstrated my ability to innovate in response to real-world challenges. I had the
opportunity to present this project at my university on two separate occasions, sharing its potential
impact with the academic community.

ACTIVITIES

 Lewis University Chess Club, 2021 – Present Vice President, 2023 President & Founder, 2021

• Lewis University IEEE Student Branch, 2021 – Present *Chair, 2022*

Vice Chair, 2021 Member, 2021

 Lewis University Society of Physics Students (SPS), 2021 – Present *Member, 2021*