

# Bradley Manzo

Santa Cruz, CA 95060

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## Education:

### University of California, Santa Cruz

September 2024 - Current

- Master of Science in Computer Science and Engineering
- Expected Graduation Spring 2026

GPA: 3.80/4.00

### University of California, Davis

September 2019 - December 2023

- Bachelor of Science in Computer Engineering, Minor in Technology Management GPA: 3.43/4.00

**Relevant Coursework:** VLSI, Digital ICs, Embedded Systems, Computer Networks, DSP, Applied ML

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## Work Experience:

### University of California, Santa Cruz, CA

September 2024 – June 2025

#### Teaching Assistant

- Leading students in lab section, hosting office hours, grading and preparing instruction material.
- Instructing subjects including Embedded System Design Lab and Intro to Computer Networks.

### Tiami Networks, Elk Grove, CA

January - April 2024

#### FPGA Engineering Intern

- Implemented 5G NR Stack in hardware for SSB Detection using Intel's DSP Builder in Simulink.
- Designed and pipelined components such as peak detectors, correlational filters, and accumulators.

### Hewlett Packard Enterprise, Roseville, CA

June - September 2023

#### ASIC-SDK Engineering Intern

- Collaborated with HPE Networking Engineers to identify the cause of a faulty wired network link.
  - Developed internal tests using Python and designed an ML model using the TensorFlow library.
  - Designed a deep learning model exhibiting 86% accuracy, while the remaining 14% was within an acceptable margin of error.
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## Projects:

### FPGA-Based Tensor Processing Unit

January - December 2023

- Led a group of four in designing a configurable FPGA-based TPU. Built around a systolic array synthesized in Verilog and communicated with through a custom driver program developed in C.
- TPU capable of sparse and dense matrix multiplication up to 4096x4096, 4x faster than software.
- Parameterized data widths and Systolic Array size in Chisel for Agile Hardware Design 2025

### Full Custom VLSI Chip Design

November - December 2023

- Designed a sliding window filter using Magic VLSI which returns the largest of four 12-bit values.
  - Laid out 0.18  $\mu\text{m}$  CMOS with a core area of 24,291  $\mu\text{m}^2$  and top-level delay of 6.61 ns.
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## Leadership Experience:

### UC Davis Triathlon Club President

June 2023 – June 2024

- Led a team of 12 officers, oversaw and facilitated all club logistics and operations.
  - Communicated with campus, our coach, other officers, and athletes through emails and meetings.
  - Upheld UC Davis and club policies and maintained an equitable and welcoming environment.
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## Skills:

**Digital Design:** Hardware acceleration using Quartus Verilog, DSP design using MATLAB Simulink.

**Programming:** C/C++, Python, TensorFlow, Chisel, Scala, Scripting, UNIX.

**General:** Effective communicator, written and verbal. Highly collaborative and resourceful leader.