Caleb M. Feliciano

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Recent graduate of ABET accredited BSE program seeking an entry-level computer engineering position

Education

Andrews University, B.S.E — Computer Engineering, GPA: 3.0   May 2020

Relevant Coursework: Computer Science I and II, Object Oriented Programming, Data Structures and Algorithms, Circuit Analysis, Electronics I, Electronics II, Virtual Instrumentation, Microprocessors, Engineering Statics, Classical Mechanics, Materials Science, Engineering Graphics, Differential Equations, Discrete Math, Introduction to Linear Algebra, Calculus I, II, and III

Technical Skills

Software: Java • C • C++ • SolidWorks • Arduino • MATLAB
Spoken Languages: English (native language) • Portuguese (proficient)

Work Experience

Engineering Department Assistant, Andrews University   August 2019-March 2020
- Managed files and distributed information to incoming and freshman students
- Maintained cleanliness of department office and lounge and snacks for students
- Implemented new design for department directory

Math Tutor, Educational Exchange Solutions   August-December 2019
- Conducted weekly lessons to supplement 8th-9th grade Algebra I classes
- Personally tutored 4 students to help keep them on track with assignments and prepare them for exams

Electrician's Assistant, Islands Mechanical Contractor   May-August 2017, 2018
- Analyzed electrical blueprints to identify power distribution for panels
- Applied my studies in Electrical Engineering into analyzing design flaws in blueprints
- Gained work ethic by experiencing the practical applications of Electrical Engineering in a construction environment

Course Project Experience

Virtual Instrumentation
- Designed and created a virtual instrument using an Arduino and an Ultrasonic Range Sensor in order to graph a change in distance and acceleration

Electronics II
- Designed and printed a PCB based on an Arduino Uno in order to make a clock or timer that shows on two separate displays

Microprocessors
- Created a PCB that functions as a minesweeper tile, and can communicate with its neighbors to create a game board of flexible size

Senior Design
- Designed a PCB that adds autonomous functions to hobby drones
- Collaborated with two students in different engineering disciplines and a faculty mentor