

Education

Oregon State University - Cascades, Bend, OR

September 2018 - June 2022

B.S. in Computer Science

Cumulative GPA: 3.58

Skills

Rust, Python, JavaScript, React, SQL, C, Microcontroller Development, Verilog, Java, Git

Work Experience

Novunex, Bend, OR

September 2020 – June 2021

Software Development Intern

- Improved customers' efficiency by digitizing their business process' with SQL and JavaScript

SiCamore Semi, Bend, OR

December 2019 - March 2020

Software Engineering Intern

- Created technician kiosk for tracking wafers in semiconductor foundry using Python and a Raspberry Pi
- Increased usability of internal web-based quality management system by implementing features and bug fixes with SQL and JavaScript
- Designed and built an equipment status indication system using embedded Linux and Python to increase production efficiency

Camp Creative, Bend, OR

May 2019 - December 2019

Software Development Intern

- Implemented a proof of concept mobile client for web service with React Native
- Contributed patches to open source React components to increase compatibility with legacy web browsers
- Designed and implemented search functionality in an existing React web application using Algolia search API

Projects

PlayStation Emulator | Rust

<https://github.com/Colin-Suckow/vaporstation>

Software interpreter that simulates the internal components of a Sony PlayStation, including the CPU, GPU, DMA controller, math accelerator, CD-ROM drive and video decoder. Capable of running a handful of popular commercial games

Exhibit X | JavaScript, Python

<https://github.com/osu-cascades/exhibit-x-web>

Manages and runs an interactive digital art gallery on campus. Consists of an express based web application, REST API and Python program running on an embedded Linux host

FPGA VGA Driver | Verilog

https://github.com/Colin-Suckow/fpga_vga_display

Synthesizes a VGA video signal and displays graphical content on a monitor. Display commands are received via an SPI interface. Runs on an Altera FPGA

STM32 Synthesizer | C

https://github.com/Colin-Suckow/STM32_Synth

16 channel MIDI synthesizer written to run on an STM32 microcontroller. Listens to commands over a serial port and outputs synthesized music with an onboard digital to analog converter