Resume

Daniel Joel Drake

April 30, 2020

1 Contact

danieldrake1@yahoo.com djd0011@uah.edu Cell: 256-541-8526

Github: https://github.com/Dragon121222

2 Education

- Bachelors Degree from UAH.
 - Major in Mathematics.
 - Minor in Computer Science.
 - Graduated December 6, 2018
- Associates Degree from Calhoun Comunity Collage
 - Major in Mathematics
 - Graduated May 27, 2016

3 Previous Employment

Quantum Information Extraction

Time: January 1st 2019 - March 27th 2020

Position: Electronics Engineer

Contact:

- Dr. Anthony Hester ahester@qieinc.com 256-684-0988
- Dr. Charles Hester chester@qieinc.com 256-651-3619
- Ricky Hammon rhammon@qieinc.com 256-476-5171

Previous non-technical work available on request.

4 Skills

• Graphics, Networking, and Camera Programming

- Blender, Unity with deployment to the Oculus Quest
 - * Precision models developed for 3D printing with application to prototyping and virtual reality environments.
 - * Two unity games developed. One as a traditional 3D game. One as a VR game.
- C++ based OpenGL and GTK graphical user interfaces, game design, and machine learning interfaces
- Highspeed image and video processing design utilizing Arrayfire.
 - * Real time Fourier analysis based microscopic interferometric frequency detection applied to MEMS testing

- Video for linux 2 and UVC application designs

• Network Programming and Design

TCP, UDP, SQL, UART, SPI, I2C, and JESD204B implementations with application to multiplayer games, general purpose networking including data management, and board to board communications

• FPGA design

- Xilinx development using Vivado and ISE on the Virtex
 7 written in Verilog
- High speed ADC control implementation
- High speed SFP networking control

• Custom Electronics designs

- 10 Gb/s hardware design of optical electrical media converter devices(SFP/SFP+ based Fiber, freespace, and ethernet interfaces)
- High voltage arbitrary function generation to control a fast steering mirrors
- Use and automation of Kicad and Eagle

High speed optical systems

- Microscopic interfrometric system design
- Free space digital network design

• Security Systems Design

- Real time intrusion detection based on Information theory and Algebraic Topological theory.
- NIST 800-171 compliant system design

• Miscellaneous

- Arduino and Raspberry Pi(2,3,4) programming as microcontrollers and RTOS
- Full stack website development
- Esoteric language experience
- Number theory and Calculus numerical approximation systems
- Operating system proficiancy: Linux(Arch, Manjaro, Debian, Raspbian, Ubuntu, Fedora), Mac, and Windows