

Jonathan W. Pilling

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Technical Skills

Languages: Java, C#, C, C++, MIPS/x86, Verilog, R

Programs: Visual Studio, MATLAB, ISE Xilinx/Intel Quartus

Education

University of Utah, College of Engineering

Expected Graduation Dec 2019

Experience

Colmek, Salt Lake City- *Electrical Engineering Intern*

October 2018 - Present

- Demonstrated strong analytical and critical thinking skills while testing hardware and software.
- Exhibited attention to detail, assisted in writing/updating technical documents.
- Demonstrated ability to learn and use new software.

Huntsman Cancer Institute, Salt Lake City- *Patient Transporter/Information Desk*

January 2016 - Present

- Responsible for safely transporting patients and managing the information desk.

Awards/Projects

Digital Verilog Piano (2018)

- Developed, with a team, a digitally designed 16 bit CPU with Verilog. Digital Piano software was written in an assembly language and then interfaced with CPU to play sound, display on VGA, and read input from a keyboard.

Boggle Game (2017)

- With a team, implemented an online game in C# using client-server model. Implemented RESTful Architecture to handle all requests and an SQL database to store information.

Hack the U - Hack to Save Homeless Pets 1st Place (2016)

- Developed, with a team, an application that allowed users to report lost pets.

CS3992: In a team with 4 members