

Isaiah Robert Grace

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Education

Purdue University

Aug 2015 – Dec 2019

B.S. in Computer Engineering **Major GPA: 3.63**

Minor in History **Minor GPA: 3.93**

Relevant Coursework: Data Structures & Algorithms, Computer Architecture, Microcontrollers, Object-oriented Programming, Functional Programming, Artificial Intelligence, ASIC Design, Leadership Development

Technical Skills

C & C++	Assembly	Embedded Systems	Git	Regular expressions	Rust
Python	AWS IoT	Linux	L ^A T _E X	FPGA design & synthesis	Circuit design

Work Experience

Embedded Systems Engineer: Sestra Systems

Mar 2022–present

Responsible for the design and implementation of IoT embedded systems. Integrated open source device drivers utilizing C and modern C++. Created new hardware interfacing capabilities on existing bare-metal microcontroller boards. Developed and implemented new device software features. Managed and maintained codebases of key software packages.

Jr. Embedded Systems Engineer: Sestra Systems

May 2021–Mar 2022

Responsible for the maintenance and enhancement of embedded systems. Leveraged AWS IoT platforms to ensure cloud-device coherence in unreliable network environments.

Student Researcher: Purdue SoCET team, physical design group

Apr–Aug 2019

Developed layout, place and route, and floorplanning workflows using Cadence software for the SoCET system on a chip physical design.

Grader: ECE369 Discrete Mathematics

Jan–May 2019

Graded Discrete Mathematics course assignments covering theory of computation, formal logic, graph theory, mathematical induction, state machines, and regular expressions.

Operator: Purdue Rare Isotope Measurement Laboratory

Jan 2016 – May 2018

Collected and verified data from Purdue's linear particle accelerator. Operated the accelerator during overnight shifts, participated in maintenance, and responded to emergency shutdowns.

Research and Project Experience

Independent Projects – [link](#)

Mar 2020–present

Designed an IoT lighting system that dynamically responds to music attributes. Reverse-engineered a 1989 IBM keyboard and designed a custom PCB allowing use with modern computers.

Senior design team: Polymorphic logic

Aug–Dec 2019

Investigated the design and integration of experimental ambipolar transistors using CMOS as a proxy. Personally specified, documented, and implemented the digital control modules for custom logic cells. Integrated the team project into the larger SoCET system on a chip for fabrication at MIT Lincoln Labs.

MIPS dual-core processor – [link](#)

Sep–Dec 2019

Designed, implemented, tested, and synthesized a MIPS-based processor featuring a five stage pipeline, and two cores with independent coherent L1 caches. Used SystemVerilog to implement RTL logic and testbench scripts for design validation. Synthesized design to target an Altera Cyclone FPGA.

Tetris hand-held game console – [link](#)

Mar–May 2019

Developed an STM32-based handheld Tetris console as a member of a four-person team. Personally created an SPI driver for the embedded display using C++ and assembly.

First place in ECE368: Data Structures & Algorithms “big data challenge”

Oct 2017

Designed and optimized a Huffman encoding algorithm of an arbitrarily-large input using a multi-threaded approach. Applied principals of data structures and algorithms to heavily optimize C code. Placed first of 83 students for fastest compression of 64GB of data.

Leadership

Whitewater Kayaking and Caving Consultant: Purdue Outing Club

May 2016 – Dec 2019

Taught caving and whitewater kayaking skills from beginner through advanced levels. Organized and led expeditions. Ensured safe environment for all participants and practiced inclusive leadership within groups.

Facilitator, participant: EMV sophomore leadership retreat

2016, 2017, 2018

Participated in, and twice facilitated, a leadership retreat exploring inclusive leadership in the classroom and community.

Eagle Scout: BSA

2014