Jaden Simon

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Skills

- Git
- C/C++
- Embedded Programming

- Python
- Unix/Linux
- Computer Architecture

- C#
- Machine Learning
- Object-orientated Programming

Education

University of Utah, College of Engineering   Salt Lake City, UT
Bachelor of Science in Computer Engineering   *August 2016 - May 2020*
- 3.989 Cumulative GPA
- Magna Cum Laude

Projects

Space Wars   *September 2018 - December 2019*
- Recreated the old arcade game *Space Wars* in C# with extra features
- Implemented networked multiplayer using UDP to support up to 30 players
- Added additional gamemodes and a particle effects system

Pollution Prediction   *April 2019 - May 2019*
- Used machine learning techniques to predict pollution levels in the Salt Lake Valley
- Gathered 20 years worth of data from the EPA which required additional processing
- Trained a CNN model for multivariate time-series forecasting using Keras
- Attempted ensemble learning for a slight performance boost

Bumper Car Sumo   *January 2019 - December 2019*
- Led a team to design a robot battle game using custom-built robots and controllers
- Designed the entire robot, including a PCB and C++ code for a microcontroller
- Made a 3D printed shell for our robots using Fusion 360
- Created the network protocol to facilitate communication between all components

Awards

- Awarded $20000 Utah Flagship Scholarship from University of Utah in 2016
- Awarded $5500 David Hanscom Scholarship from University of Utah's College of Engineering in 2019
- Voted Best ECE Senior Project for Bumper Car Sumo at the University of Utah in 2019
- Received Academic Excellence award for Computer Engineering at the University of Utah in 2020