

Joshua Lauzon

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<https://josh-lauzon.netlify.app>

PROFILE	Current Senior at Michigan State University working towards a B.S. in Computer Engineering. Seeking full-time employment beginning May 2025. Dedicated, hardworking, and committed to being a dependable and valued team member.	
EDUCATION	Computer Engineering, Michigan State University	East Lansing, MI
Aug 2021 — May 2025	Anticipated Graduation: May 2025 GPA: 3.32 (3x Deans List) Relevant courses: Data Structures and Algorithms, Object-Oriented Software Design, Introduction to Artificial Intelligence, Microprocessors and Digital Systems, Communication Networks, Computer Systems.	
EMPLOYMENT HISTORY		
May 2024 — Aug 2024	Software Engineering Intern, International	Lisle, IL
	<ul style="list-style-type: none">Automated manual test plans using Python, TCL, and CAPL scripting, resulting in a 400% reduction in total testing time.Implemented Pytest framework to generate Allure Reports, providing clear and actionable insights into testing results.Became proficient with CAN protocol and used CANalyzer and CodeWarrior to run and simulate BCM functionalities.Composed a process guide detailing my test plan strategy to serve as a resource for current and future company employees.	
May 2023 — Aug 2023	Hardware Engineering Intern, DENSO	Southfield, MI
	<ul style="list-style-type: none">Facilitated and recorded 50+ Conducted Emissions tests. Compiled results cleanly which allowed co-workers to analyze information efficiently.Performed voltage, CAN, LIN, and ETH testing on PCB boards.Learned how to properly and effectively use Xpedition Enterprise, Renesas Flash Programmers, multimeters, oscilloscopes, power supplies, and function generators.Assisted co-workers by troubleshooting and repairing non-functioning PCB boards.	
SKILLS	<ul style="list-style-type: none">Python, C/C++, HTML, CSS, LinuxGitMATLABScrumMicrosoft Office applications	
PROJECTS	Sparty Conveyor Belt Game: <ul style="list-style-type: none">Collaborated with a team of 5 to develop a C++ game where Sparty kicks objects off a conveyor belt based on user-designed circuits using logic gates.Applied Scrum methodology with Trello for sprint planning and Gitlab for version control, completing the project in 4 weeks with two sprints per week and regular sprint meetings. Jack in a Box Project: <ul style="list-style-type: none">Designed a UML diagram with a team of 6, adhering to strict project guidelines.Independently implemented the machine in C++ using wxWidgets based on the UML design and integrated it into an existing project.	
EXTRACURRICULARS	MSU AI Club, Sparta Hack 9, Phi Kappa Psi Fraternity, Eagle Scout.	

