Lang M. Towl

Computer Engineer

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<education>

Pursuing a B.S. in Computer Engineering

Focus In Electric & Autonomous Vehicles

Florida Polytechnic University

Expected Graduation: May 2025

Lakeland, FL

</education>

<notable_positions>

Provosts List for Academic Standing

MCLA Div. II Lacrosse Captain 2021-2022

Youth Ambassador Parley for the Oceans

Student Gov. Director of Internal Affairs

</notable_positions>

<industry_skills>

Product Design

Digital Design

Environmental Conservation

Industry and Market Research

C and C++ Programming

Basic HTML and CSS for Web Development

PCB Design and Fabrication

Basic Verilog Programming for FPGA's

CAD (Fusion 360, Eagle CAD, SolidWorks)

</industry_skills>

To learn more, please visit:
langtowl.com

Career Objectives

Enthusiastic Computer Engineering undergraduate student looking for an entry level position where I can apply skills in software engineering, hardware design, and sustainability to innovate solutions to pressing environmental issues.

Projects & Work Experience

Documentary_Series(2021-2022) {

01. Worked within a large team to design and pitch a seven-episode documentary series to Parley for the Oceans.
02. Worked with design teams to produce pitch decks project itineraries, episode outlines, and budgeting.

Skills Learned:

01. Collaboration within a multi-national organization
02. Sustainable practices on both small- and large-scale projects

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Open_Source_Keyboard_Design(2020-2021){

01. Designed a fully functioning computer keyboard driven by an ATMEGA32-U4 chip, custom PCB, programmed in C++.
02. PCBs were manufactured by JLCPCB, and the components were soldered by hand.

Skills Learned:

01. PCB design, fabrication, and optimization
02. C++ programming and optimization

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Manta_Fin_Co(2019-2020){

01. Worked on founding an LLC that manufactured and produced high performance surfboard fins from up-cycled ocean plastics.
02. Fins designed using Fusion 360, tested in SolidWorks, with rapid prototyping using 3D printing and CNC milling.

Skills Learned:

01. 3D modeling, product design, and testing techniques
02. Basic business management practices

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