LIBEN BEDADA

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Career Objective:

Enthusiastic recent graduate eager to contribute to team success through hard work, creativity, and excellent skills. Seeking a role as an Embedded Software Engineer, Software Engineer, Firmware Engineer, or DevOps Engineer.

Skills:

• C++/C	• Verilog/VHDL	• Embedded design(rtos)
• C#/SQL/React	• Python/Node.js	• Unix/Linux
• FPGA/Raspberry pi	• Network application	• Multi-threading/GUI design

Work history:

Test and Integration Engineer | G&D America | Dulles, VA | 07/21-current

- Worked with multiple telecom companies to test eSIM and SIM operability on GSM, 3G, and 5G networks by analyzing communication through TCP/UDP.
- Developed test scripts using Tang and internal C++ libraries to automate testing and provide customer support by performing troubleshooting techniques.
- Created simple and advanced tools using C# for teams across the company and subsidiaries to use in field testing and customer support.
- Developed scripts to work around errors and requests made by customers regarding cryptography using Python.

Content Developer Intern | Ozmo.inc | Blacksburg, VA | 05/20-02/21

- Developed simulators and emulators that mimic all the applications in today's mobile world and fixed existing code by collaborating with different teams of developers and engineers.
- Photoshopped different kinds of images for graphical interfaces.
- Developed and reviewed code with team members.

Education:

Bachelor of Science: Computer Engineering GPA: 3.45 | Virginia Polytechnic Institute and State University, Blacksburg, VA | 05/2021

- Undergraduate Researcher in deep learning & biomimetic Robotics.
- Trained a neural network to detect digits and letters that are handwritten on python and raspberry pi
- Honor Graduate.

Associate Degree: General Engineering GPA: 3.45 | Northern Virginia Community College, Annandale, VA | 05/2019

- Participated in STEM events and competitions.

Projects:

- Mobile banking application using Qt to design an interactable GUI with algorithms done in C++.
- Client/server-based programs with MQTT, C, python and third-party libraries using Microcontroller, third party APIs and a MONGO DB database.
- Worked in big projects during school in research and extracurricular activities outside of school to develop Games, Pacman, and Robotic arm.
- Developed a automatically navigating Rover that uses the application SPI/UART/I2C interfaces and PID to navigate and interact with other components like Sensors, motors, Encoders and regulators.
- Developed a website using React.js and CSS for a company and personal use that uses firebase as a backend and database store.

Relevant Coursework:

- Embedded system design
- Microcontroller and interface
- Network application design
- Digital and applied software design.