Roland Robinson

Computer Engineer

I am a highly motivated and results-driven individual with a strong passion for innovation and problem-solving. Eager to learn new skills and techniques, and I strive to expand my knowledge while contributing to the success of the team and company. Proficient in programming, hardware systems, and project development, I excel in both independent and collaborative settings. Leveraging a strong work ethic and adaptability, I am dedicated to achieving efficiency, driving objectives, and delivering impactful solutions. I am resourceful, detail-oriented, and committed to creating value through growth and continuous improvement.

CONTACT

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PROFESSIONAL EXPERIENCE

IT Specialist Intern | May 2022 – August 2022

Statewide Federal Credit Union

- Executed 50+ SQL queries to analyze member accounts.
- Updated workstations and optimized servers, reducing downtime by 20%.
- Handled challenges in a dynamic IT environment, ensuring efficient operations.

IT Support | April 2021 – February 2022

Social Science Research Center

- Remotely troubleshooted systems, reducing downtime and improving reliability for staff.
- Assisted with maintaining and updating software systems for optimal functionality.
- Diagnosed and resolved network issues, enhancing connectivity for the team.

Undergrad Research | August 2023 - January 2024

Mississippi State University (AERPAW)

- Tested millimeter-wave technology, successfully transmitting 5G antenna signals.
- Implemented SSH file transfers, ensuring secure data exchange.

EDUCATION

Mississippi State University | 2024

Bachelor of Science in Computer Engineering

CERTIFICATES

Spring 2022 | Second Place

Introduction to ECE Design

HAM Radio Amateur License

EcoCAR Mobility Challenge | Participant

PROJECTS

Minecraft Diamond Lamp Dissection

- Analyzed and documented the internal circuitry of a Minecraft-themed electronic device for an embedded systems class. Created a photo journal showcasing functional components and their operation through an interactive and visually engaging presentation. View Project (https://zorynth.github.io/minecraft-diamondLamp-dissection/)

Jellybot – Senior Capstone Project

- Developed and implemented the actuator system for a 3D-printed, 5-axis underwater robot inspired by jellyfish. Engineered the circuitry to enable autonomous debris collection, contributing to aquatic ecosystem restoration.