Logan Sweet

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Experience

Electrical Hardware System Integration Engineer, Phones

Google · Mountain View, CA Oct. 2018 - Current

- Working with cross-functional teams on PCBs and FPCs
- Owned design of two FPCs, including working with simulation and layout engineers
- Responsible engineer for the schematic of a main logic board variant
- (Upcoming) Will travel to China to support a build

Signal Integrity Intern

TE Connectivity · Harrisburg, PA May 2017 - Aug. 2017

- Designed custom high speed connectors for clients
- Characterized PCB connectors with TDR and VNA
- Created test procedure documentation

Principles of Engineering Lead Course Assistant

Olin College of Engineering · Needham, MA Fall 2016, Fall 2017

- Assisted faculty in a project-based mechatronics course
- Held office hours to guide student project development and answer technical and teaming questions
- Served as lead of 8 student course assistants in 2017: organized meetings, led grading and rubric development, and served as instructor point of contact

Engineering Fellow

MIT Open Style Lab · Cambridge, MA June 2016 - Aug. 2016

- Worked with occupational therapists and fashion designers to design a custom modular jacket for a quadriplegic client
- Performed materials research on fabric candidates

Product Management Intern

Phone2Action · Washington DC Feb. 2016 - May 2016

- Worked with engineering, sales, and customer success teams to streamline the monthly software release process
- Created documentation of new feature requirements and facilitated internal & external product feedback

Summer Intern

Olin College of Engineering Library · Needham, MA June 2015 - Aug. 2015

- Worked on a team of students, alumni, and faculty to change the space and culture of use of the Olin library
- Designed, prototyped, and implemented ideas using an agile development strategy

Education

Olin College of Engineering

BS Electrical and Computer Engineering
GPA 3.6, May 2018

Projects

Microcontroller Arcade Game Mar. 2018 - May 2018

Worked on a team of 4 to create a penny-operated bomb defusing game using the Microchip PIC24 microcontroller. Developed I2C code from scratch and created a variety of modular puzzles using nested state machines.

Raytheon Senior Capstone Project Sept. 2017 - May 2018

Worked on a team of 5 to use additive manufacturing processes with magnetic inks to improve the efficacy of passive PCB components. Used software modeling and lab testing to evaluate different materials and test vehicles. Developed a variety of RF test circuits to test promising magnetic materials.

ASL Glove Oct. 2015 - Dec. 2015

Designed and fabricated a glove that interprets American Sign Language Fingerspelling and outputs translated text to a phone via Bluetooth using flex sensors, an accelerometer, and an Arduino. My team of four publicly posted the final design and code so that others can replicate the glove.

Skills

Technical: PCB & FPC Design, Allegro Design Entry, KiCad, Python, LTSpice, MATLAB, C, Oscilloscope, Function Generator, Vector Network Analyzer, Time Domain Reflectometer, CAM350, LaTeX, Arduino, Verilog, SolidWorks, AutoCAD, Jira, Adobe InDesign & Illustrator, ShopBot, Laser Cutting

Leadership: Rapid Prototyping, Product Management, User-Centered Design, Lean Product Development, Scrum Methodologies

Elected Positions:

Freshman class student government representative, Student government vice president for finance, Senior class student government representative