

Liam Silagan

3532 Summerfield Dr. Plano, TX 75074 • (972) 333-0223 • liam.silagan@gmail.com

Github: www.github.com/LyoRex • LinkedIn: www.linkedin.com/in/liamsilagan • Site: lyorex.github.io

Objective

Seeking an entry-level position to apply my hardware and software experience

Education

The University of Texas at Dallas, Richardson, TX

Bachelor of Science in Computer Engineering, GPA: 3.992

May 2022

- Dean's List: Fall 2018 – Spring 2021, Spring 2022; Hobson Wildenthal Honors College

Masters of Science in Computer Engineering, GPA: 3.934

May 2023

Skills

Programming Languages: Python, Java, C#, C++, MATLAB, CSS, HTML, Javascript, Verilog HDL

Applications: Altium, Multisim, Code Composer Studio, Unity, Design Vision, Android Studio

Technical: Linux, Git, Soldering

Relevant Course Work

Signals and Systems

Electrical Network Analysis

Computer Architecture

Electronic Circuits

Digital Circuits

Data Structures and Algorithms

Machine Learning

VLSI Design

Embedded Systems

Work Experience

Texas Instruments: Validation Engineer Intern

May 2021 – July 2021

Created interface boards to allow for easier testing of return devices. Also designed and programmed a Python GUI to provide easier control of a test device.

Texas Instruments: Test Engineer Intern

June 2022 – August 2022

Refactored tester program to achieve a 20% reduction in test time. Also inspected and edited a code base to add ability to report component coverage of device interface boards.

Projects

Portable Gaming Device

Fall 2021 – Spring 2022

Created a handheld gaming device using an MSP430 and a TFT LCD display.

Skills used: C++, Code Composer Studio

Note Taking Web App Development

Spring 2022 – Fall 2022

Programmed and deployed a Flask based web application centered around note taking functionalities.

Skills used: HTML, Javascript, CSS, Python, SQL

Discord Bot

Spring 2022 – Fall 2022

Programmed a bot which allows users to play various games within the Discord platform.

Skills used: Python, Linux, Git

Awards/Honors

Top 5 at HackUTD

Fall 2019

Placed top 5 out of 108 teams at HackUTD in which we created a PC game using the Unity engine with code written in C# and models created in Blender. Tasked with implementing the user interface and game mechanics.

Second Place at ECE UTDesign EXPO

Fall 2021

Received second place at the ECE UTDesign EXPO in which my team created a smart lock system using fingerprint and face authentication. Tasked with programming the Raspberry Pi and Android phone application, including the implementation of the authentication algorithms, the storage of user data, and the communication between systems.