Liam Silagan

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Objective

Honors student looking for an internship opportunity to utilize Computer Engineering skills

Education

The University of Texas at Dallas, Richardson, TX **GPA: 3.99**
Bachelor of Science in Computer Engineering May 2022

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

Masters of Science in Computer Engineering Expected: 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

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

Projects

26 Hour Comets Create-a-thon Fall 2019
Part of a team of five who designed a machine to automatically drop and punt a football. In charge of designing and programming a relay circuit that timed the punting mechanism to activate after the football was dropped.
Skills used: C++, Code Composer Studio

Portable Gaming Device Fall 2021 – Spring 2022
Created a miniature gaming device using an MSP430 and a TFT LCD display.
Skills used: C++

Website Development Spring 2021 – Spring 2022
Programmed and deployed a website that includes interactive elements and minigames.
Skills used: HTML, Javascript, CSS

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.

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.

Activities

Institute of Electrical and Electronics Engineers: Member Fall 2019 – present