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	**GPA: 3.992**
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, SQL, 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 – Present
Programmed and deployed a Flask based web application centered around note taking functionalities.
Skills used: HTML, Javascript, CSS, Python, SQL

Discord Bot
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.