Mckenna Cisler

mckenna_cisler@brown.edu

www.mcisler.com (see for project links)
www.linkedin.com/in/**mckenna-cisler**
www.github.com/**MckennaCisler**

69 Brown St. #6041
Providence, RI
(603) 991-2470

EDUCATION

B.S. Computer Science	**GPA:** 3.83 / 4.0	**Sept 2016 — May 2020**

Brown University, *Providence, RI*
Courses: Introduction to Software Engineering, Introduction to Computer Systems, Digital Electronics Systems Design

High School	**GPA:** 92.24 / 100	**Aug 2012 — June 2016**

St. Johnsbury Academy, *St. Johnsbury, VT*

TECHNICAL EXPERIENCE

Robotics Technician
Humanity-Centered Robotics Initiative, Brown University   **Sept 2016 — Present**
− Developing ultrasonic-communication-based object localizing system for assisting the elderly in finding household objects. (ATtiny85, Arduino, NodeMCU, NodeJS)
− Developing generalized video conferencing and teleoperation web platform for ROS robots (NodeJS, P2P, ROS).
− Developing hardware interfacing, voice communication, and user interaction design for "Tablebot" – a novel mobile telepresence robot designed to resemble furniture (C++, Python, ROS).
− Co-developing NodeJS & NodeMCU-based wireless trash can monitoring system for Brown University Facilities Department; ran two successful one-week trials.

Flight Software Programmer
Brown Space Engineering Club, Brown University   **Sept 2016 — Present**
− Working on flight software team for CubeSat scheduled to launch in early 2018.
− Developing RTOS tasks in C for multi-frequency data recording and transmission packaging.
− Co-developing boot sequence and satellite state handling systems.
− Co-designing data collection structures and transmission schema; writing reliability tests.
− Optimized data structure RAM usage; converted all systems to safer static memory allocation.

Educational Resource Developer / Camp Instructor
White Mountain Science, Inc., Bethlehem, NH   **Jan 2015 — Aug 2017**
− Planned and ran STEAM workshops for 3rd – 9th graders.
− Designed and configured High Altitude Balloon (HAB) on-board, tracking, and retrieval systems.
− Developed an ATtiny85-based "paper circuit" controller to be sold to educators, including documentation, manufacturing, and marketing materials; shipped 10 prototypes to local school.
− Developed educational tools and coding lessons (ScratchX extensions, Javascript & Scratch tutorials).

PERSONAL PROJECTS

− Co-created Java / Javascript webapp for Wikipedia Game; co-designed and debugged websocket communication framework, designed Wikipedia page link caching system to speed up page crawling and game generation; decreased memory usage by 60% for Heroku deployment. *Introduction to Software Engineering final team project*
− Developed Javascript-based academic citation conversion engine and Apache / PHP web app; 1000+ weekly visitors.
− Co-created music queue web app for crowd-sourced playlists with Meteor, MongoDB. *Hack@Brown hackathon team*
− Co-created visualization of socioeconomic data on Hubway stations using NodeJS, D3.js. *Brown Datathon team*
− Co-created app to show public sentiment of firms by analyzing news coverage. NodeJS, MongoDB. *HackHarvard team*
− Designed Raspberry Pi-based alarm clock with Python backend to web interface.

SKILLS

Languages	Strong in Java; Proficient in Javascript, C & Python; Experience with C++
Tools	Strong in jQuery, Bootstrap & Git (CLI); Proficient in NodeJS, React, Python Tornado, ROS & FreeRTOS
Other	Experience with CAD (Inventor, OnShape, Blender), 3D Printing, Laser Cutting & Lathe Experience with Raspberry Pi, Arduino, Atmel MCUs, FPGAs (minimal), and digital/analog components Experience with graphic design (Premier, GIMP, Photoshop) Licensed amateur radio operator, student pilot (licensed to train solo), and FIRST Robotics (FRC) alum