

Monthon Paul

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EDUCATION

University of Utah

Salt Lake City, Utah

Bachelor of Science in Computer Engineering; GPA: 3.53

August 2020 - expected 2024

Courses: Object-Oriented Programming, Data Structures & Algorithms, Computer Systems, Software Practice I, Computer Organization, Digital System Design, Circuits & Systems I, II, and III, Discrete Structures

EXPERIENCE

Teacher's Assistant Instructor

August 2023 – Present

School of Computing, University of Utah

Salt Lake City, UT

- Became a Teacher Assistant for the School of Computing of the University of Utah. Help students learn & assist in teaching COMP 1010: Programming for All I.
- Hold Office hours & Instruct Lab classes for Students. Manage materials, help grade, & schedule with the Professor for the class.

Learning Assistant Instructor

January 2023 – May 2023

Center for Science & Mathematics Education, University of Utah

Salt Lake City, UT

- Became a Learning Assistant for the Math department of the University of Utah. Help students learn & assist in teaching MATH 1210 (Calculus I).
- Held Office hours for students. Instruct Lab classes for Students. Manage materials & schedule with Professor for the class.

PROJECTS

Audio Filter Circuit - Analog Circuit | *Analog Circuit*

October 2022 – December 2022

- Input a Signal wave that goes in a low-pass filter, the signal amplified & into a Buffer to output Sound
- Develop Power Supply with a Transformer & Full-bridge Rectifier for converting AC to DC to power the circuit
- Uses basic Semiconductor parts, test out amplifier with Op-Amps, BJT's, NMOSFET's. I/O are microphone & speakers

Stock Market Simulation Game | *C#, git, .NET MAUI*

March 2022 - September 2023

- Applied .NET framework to build a simple Stock Market Simulation Game, where User can create a portfolio & have try to invest in Stock
- grabbing all the Stock Data from Alpha Vantage API. Users can Create/Save their Portfolio & Buy/Sell stocks.
- Build with C# using .NET 7.0 framework, uses .NET MAUI for GUI, & JSON formatting for data

Website Portfolio | *JavaScript, HTML & CSS, Github Pages*

June 2022 - September 2022

- My side project where I am able to present my portfolio, interest, background, & projects.
- More detailed information describing on my personal interest & bio
- Was able to host it using GitHub pages with a custom domain URL.

Snake Multiplayer Game | *C#, git, .NET MAUI*

November 2022 - December 2022

- Applied .NET framework to build a Snake multiplayer Game that allows users to connect to a Server to play with other users
- Utilize Network Programming by making both the Server-side and Client-side
- Build with C# using .NET 7.0 framework, uses .NET MAUI for GUI, & JSON for API sending request

TECHNICAL SKILLS

Languages: C#, C/C++, Java, Python, JavaScript, HTML/CSS, MATLAB, \LaTeX , Verilog, MySQL, R

Frameworks: MSUnit, JUnit, Jupyter, .NET, RStudio, Quartus, BigQuery, MySQL Server

Developer Tools: Git, Github, MacOS, Web, Windows, Arduino, Spreadsheets, VS Code, Visual Studio, Eclipse, RStudio, PSpice, LTSpice, Oscilloscope