KIDUS YOHANNES

(801) 673-4053 https://www.kidusyohannes.me/ kidusyo531@gmail.com

EDUCATION

Aug 2018 - April 2023 **Computer Engineering BS/MS, Honors, University of Utah – 3.7 Major GPA** Salt Lake City, UT

Relevant course work:

- Algorithms and Data Structures
- Computer Architecture & Design Laboratory
- Machine Learning, Database Systems, Computer Graphics
- Embedded Systems & Digital VLSI Design

EXPERIENCE

May 2021 - Aug 2021 **Amazon, Devices - Alexa Auto Team** Santa Clara, CA

Software Dev Engineer Intern

- Integrated gesture control and facial recognition with the Alexa Auto SDK app using machine learning.
- Trained a custom TensorFlow model to detect objects and hand gestures. Gesture controls were successfully integrated into the app.
- Made specific API calls based on the different objects and gestures detected. For example, do not disturb was enabled when an open hand was detected. And having Alexa state what object was detected.

June 2020 - Present **University of Utah, UIT Hardware Platform Services** Salt Lake City, UT

VM Provisioning Intern

- Responsible for maintaining the campus and hospital virtualization (VMware) environments. This includes any operational maintenance tasks as well as any manual VM provisioning.
- Bridges the gap for customers with network, backup, and storage and help them get servers setup to the point where they can install applications.
- Works with vSphere, VRA, and Infoblox to deploy custom virtual machines.
- Assigns servers IP address and adds them to their domains using active directory.

SKILLS/ACCOMPLISHMENTS

- Proficient in C#, C++, Java, Verilog, SQL, HTML, Python
- Dean's List (2020, 2021)

PROJECTS

- **TL_DrBot –** Codechella 2020 Twitter Hackathon submission. This bot (@TL_DrBot) uses natural language processing to parse news articles, then calculates the occurrence of each word in the text. It then replies with a summary of the given news article, allowing users to quickly and easily digest the news. This bot is also designed to bypass paywalls on popular sites such as the New York Times, and Washington Post.
- **Tetris (FPGA) –** This project involved programming Tetris from scratch using assembly language, that ran on the Intel Cycle V FPGA board. I worked with 3 other members to design the CPU architecture, instruction set, and assembler to convert our instructions to machine code. This also involved integrating an NES controller for input and a VGA driver for display capabilities.
- **Spreadsheet** – Using the MVC design, I coded a spreadsheet from scratch. Each major component to the design was broken down individually and then brought together for the final product. A dependency graph to track spreadsheet cell dependencies. A formula evaluator that implements multi-threading to quickly evaluate multiple large and complex equations. A clean graphic user interface with a feature to adjust the text font and color.