Paul Jablonski

Computer Engineering Undergraduate

✉ pauljohnjablonski@gmail.com

📱 (224) 875-2504

Education

University of Illinois at Urbana Champaign *August 2021 - May 2025*
- *Grainger College of Engineering:* Undergraduate BS in Computer Engineering
- *Cumulative GPA:* 3.14

Rolling Meadows High School *August 2017 - June 2021*
- *Honors:* Graduated Highest Honors, National Honors Society
- *Cumulative GPA:* 4.59

Professional Experience

Data Annotation, *Software Analyst* *April 2024 - Present*
- Working with supplied AI models from contracted companies to improve model efficiency and accuracy in responses
- Involves debugging generated code, refactorization, and reinforcing better machine learning solutions

Target, *General Merchandising* *May 2023 - August 2023*
- Obtained formal work experience and became accustomed to customer service and a retail work environment
- Handled stocking, backstocking, and customer requests while alongside a designated team leader

PURE Research Mentorship, *Undergraduate Researcher* *August 2022 - January 2023*
- Worked under PhD student alongside a large research team to develop aerospace research regarding wind tunnels
- Specifically aided in applying data algorithms and data conversion techniques to accumulate research information

Technical Projects

Laser/Voice Assisted Cat Toy, *Project Lead* *August 2024 - Present*
- Creating autonomous cat toy capable of collision avoidance, treat dispensing, catch detection, and voice commands
- Leading on PCB development, documentation, and Arduino microcontroller programming for motorized outputs

Illini Harmonics, *Full-Stack Software Developer* *January 2024 - May 2024*
- Developed music-based social platform with SQL, React, and JavaScript for rating your Spotify listening history
- Worked as backend, frontend, and web server developer, doing API connection, user interface, and data management

FPGA Soccer Heads, *Lead Programmer* *September 2023 - December 2023*
- Led the recreation of a popular game utilizing Microblaze FPGA hardware, SystemVerilog, C, and SPI protocols

Handwritten Text Recognition, *Software Developer* *September 2023 - October 2023*
- Created a kernel-based convolution app that utilized a linear SVM to classify hand drawn characters into writing

Honors and Certifications

Illinois Engineering Premier Scholarship, *Recipient* *August 2021 - May 2025*
- Received a full-ride scholarship to attend the Grainger College of Engineering for Computer Engineering
- Evaluated upon high academic achievement and potential for success alongside rigor of classes

Technical Skills

Programming Languages: C++, C, Python, SQL, JavaScript, HTML/CSS, x86 Assembly, SystemVerilog
Hardware Design: FPGA, Microblaze, PCB Design, Embedded Systems, Computer Vision, Embedded DSP
Computer Aided Design: Linux, Windows, Git, Xilinx Vivado, Xilinx Vitis, Android Studio, Visual Studio, Quartus
Spoken Languages: English and Polish, both as a native speaker

Relevant Coursework

Artificial Intelligence: Learned various models, big data, natural language processing, computer vision, and robotics
Digital Systems Laboratory: Worked with FPGA systems, transistor-transistor logic, and SystemVerilog
Computing Systems Engineering: Developed Linux operating system utilizing C and x86 assembly languages
Embedded DSP Lab: Used image and signal filtering, data sampling, and transformation systems in Android systems