



# Paul Jablonski

Computer Engineering Undergraduate

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## Education

**University of Illinois at Urbana Champaign**

*August 2021 - May 2025*

- *Grainger College of Engineering*: B.S. in Computer Engineering
- *Cumulative GPA*: 3.30

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## Professional Experience

**Data Annotation, Software Developer**

*April 2024 - Present*

- Worked with over 20 AI coding models from contracted companies so far, improving model efficiency and accuracy
- Involves developing multilingual software for machine learning, debugging generated code, and refactoring code

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## Research

**FPGA Audio Nexus, FPGA / Embedded DSP**

*December 2024 - Present*

- Working with Associate Professor Thomas Moon to develop modular noise cancellation and audio operations device
- FPGA device that transforms any pair of headphones via noise cancellation, audio passthrough, and level processing

**PURE Research Mentorship, Aerospace / Data Programming**

*August 2022 - January 2023*

- Worked under PhD alongside a 10-person research team to develop aerospace research regarding wind tunnels
- Specifically aided in applying sorting algorithms and data conversion techniques in Python for research data

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## Technical Projects

**Android-Embedded Security System, DSP Programmer**

*August 2024 - December 2024*

- Implemented manual object and color recognition in real-time to identify and store people in integrated database
- Optimized self made DB-scan, k-means, and flood-fill algorithms for real-time processing on Android hardware

**Laser/Voice Assisted Cat Toy, Senior Design Project Lead**

*August 2024 - December 2024*

- Created autonomous cat toy capable of collision avoidance, treat dispensing, catch detection, and audio commands
- Lead a team of 3 with PCB development, CAD modelling, and Arduino programming for motorized outputs
- Award-winning and top 15% project, honorably recognized by professors during senior design awards ceremony

**Illini Harmonics, Full-Stack Software Developer**

*January 2024 - May 2024*

- Developed music-based social platform with SQL, React, and JavaScript for rating user's Spotify listening history
- Worked as backend, frontend, and web server developer, doing API connection, user interface, and data management

**FPGA Soccer Heads, Lead FPGA Programmer**

*September 2023 - December 2023*

- Led the recreation of a physics-based soccer game using Microblaze hardware, SystemVerilog, C, and SPI protocols

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## Honors and Certifications

**Illinois Engineering Premier Scholarship, Recipient**

*August 2021 - May 2025*

- Awarded a full-ride scholarship to attend for Computer Engineering, evaluated upon high academic achievement

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## Technical Skills

**Programming Languages**: SystemVerilog, C++, C, Python, SQL, JavaScript, HTML, CSS, x86 Assembly

**Hardware Design**: FPGA, Microblaze, PCB Design, Embedded Android Systems

**Tools And Platforms**: Xilinx Vivado, Vitis, Android Studio, Autodesk Inventor, Visual Studio, Quartus, Linux, Git

**Spoken Languages**: English and Polish, both as a native speaker, intermediate Italian proficiency

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## Relevant Coursework

**Digital Systems Laboratory**: Worked with FPGA systems, transistor-transistor logic, and SystemVerilog

**Embedded DSP Lab**: Used image and signal filtering, data sampling, and transformation systems in Android systems

**Computing Systems Engineering**: Developed Linux operating system utilizing C and x86 assembly languages

**Artificial Intelligence**: Learned classification models, big data, natural language processing, computer vision, and robotics