

# Paul Jablonski

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## Education

### **Georgia Institute of Technology**

*August 2025 - Present*

- Pursuing Master of Science (M.S.) in Electrical & Computer Engineering (ECE)
- Technical interest areas: Digital Signal Processing, Systems and Controls

### **University of Illinois at Urbana Champaign**

*August 2021 - May 2025*

- Bachelor of Science (B.S.) in Computer Engineering
  - Cumulative Final GPA: 3.37
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## Professional Experience

### **Data Annotation, Software Developer**

*April 2024 - February 2025*

- Qualitatively improved 20+ AI coding models from contracted companies, targeting model efficiency and accuracy
  - Developed Python, C++, and Java software for machine learning applications and trained models in API usage
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## Research Experience

### **Granular Synthesizer, DSP / Audio Engineering**

*December 2024 - April 2025*

- Worked with Associate Professor Thomas Moon to develop a granular synthesizer plugin compatible with all DAWs
  - Has 6+ parameters for independent pitch and speed control, grain length, grain overlap, randomization, and mixing
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## Technical Project Experience

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

*August 2024 - December 2024*

- Implemented real-time object and color recognition to identify and store people in Android embedded system
- Manually implemented DB scan, k-means, and floodfill algorithms on Android hardware with 95% object accuracy

### **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
- Led 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 a music-based social platform with GCP, SQL, and JavaScript for rating users' Spotify listening history
- Worked on backend API connection, UI design, and data management, storing over 250 sample users and song IDs

### **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, Java, JavaScript, HTML, CSS, x86 Assembly

**Hardware Design:** FPGA, Microblaze, RTOS, PCB Design, Embedded Software, Android Development, UART, I2C, SPI

**Software Tools:** Docker, Android Studio, Pytorch, Tensorflow, Linux, GCP, AWS, OpenCV, Git, MATLAB, KiCad

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

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## Relevant Coursework

**Advanced Digital Signal Processing:** Worked with advanced signal sampling, processing, and quantization methods

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

**Networked Control Systems:** Learned network graph models, sensor networks, and multi-agent control systems

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