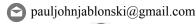
Paul Jablonski

Computer Engineering Undergraduate





(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, Ouartus **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