# **Andrew Manoel Rodriguez**

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## **OBJECTIVE**

I am interested in developing professional designs for analog and digital circuits in a teamwork-oriented, hands-on environment.

#### **EDUCATION & CERTIFICATIONS**

## Rutgers University, New Brunswick, NJ

May 2014

Bachelor of Science in Electrical and Computer Engineering (Minor in Physics)

## NCEES Fundamentals of Engineering Exam

Passed the Fundamentals of Engineering Exam on February 9, 2015.

#### MEMBERSHIP AND EXPERIENCE

## Liberty Science Center – Exhibit Technician

November 2014 – Present

- Involved in meetings to develop the future LSC Makerspace.
- Independently designed new wiring for an aged exhibit and improved on its design.
- Create custom parts for exhibits using various power tools.
- Continuously teach wiring and wiring tricks with interested co-workers.
- Monitor exhibit health as well as maintain a positive customer experience.

#### MAGFest - Volunteer

- Served as troubleshooter for consoles and arcade machines during the Music and Gaming Festival hosted in National Harbor, Maryland.
- Deal with various malfunctioning I/O boards and electrical components.

#### The Daily Targum – Science Co-Founder

Nov. 2013 - May 2014

- Created the first lasting science section in the newspaper's 150-year history.
- Coordinated writers and interviews for writers; edited their works.
- Managed the twitter account associated with the section.

#### **PROJECTS**

## **Brain-to-Phone Linking Application**

Using the NeuroSky Mindwave Mobile headset and its Bluetooth SDK, created an Android application in Android Studio to associate phone events with facial gestures.

#### Arcade Machines [On-going]

Assist arcades in maintaining arcade machines including, but not limited to, screw and sensor replacement.

## Rhythm Game Controllers [On-going]

Create rhythm game controllers which boast very specific requirements for microswitch timing. I have created and troubleshot controllers for: Sound Voltex Booth, Beatmania IIDX, and Pop'n Music.

## Gamecube-to-3DS Controller Converter [Scrapped – Hardware limitations]

Creating a non-invasive, fully functional, and convenient custom plug to import Nintendo Gamecube joystick inputs into the Nintendo 3DS handheld console.

#### **Skittles Sorter**

Created a functioning machine to sort Skittles candies by color using Arduino hardware and the Arduino IDE.

#### **COURSES**

## **Analog Electronics**

- Analyzed the large- and small-scale signal responses of BJT and MOSFET amplifiers
- Identified significance of negative feedback and amplifier stability
- Developed various multistage and differential signal amplifiers

## **Electric Energy Conversion**

- Operation and analysis of transformers using electromagnetic fields
- Discerning the advantages and disadvantages of differing DC motors
- Applications of the power triangle on electrical systems

## **Digital Signal Processing**

- Analog and digital filter design for digital audio applications
- Analog-to-digital and digital-to-analog converter systems
- Sampling and quantization for digital audio applications

#### **SKILLS & COURSES**

**Software**: MATLAB, OrCAD/MultiSIM, Fritzing, SolidWorks

Programming Languages: C++, C, Java, Javascript

Languages: English, Spanish

#### **REFERENCES**

Melanie Groves (Science Editor [Trained]) – Phone: (732) 710 – 7424, E-mail: dtsciwriters@gmail.com

Maureen Boyle (Exhibit Operations Coordinator) – Phone: (201) 736 – 2661, E-mail: <u>mboyle@lsc.org</u>

Vaishali Gauba (News Editor) – Phone: (908) 300 – 2776