Austin Salgat
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Technical

Programming Languages and Software:
Proficient: C++, C, C#
Previous Experience: Java, Python, Assembly (68HC11, Z80, AVR, ARM)
Git, Visual Studio, CLion (JetBrains)

Personal Projects

Game Boy Emulator (C++):
Developed an open-source, cross-platform Game Boy Emulator

BubbleGrow (C++):
Developed a free, open-source, and cross-platform 2D game meant to help teach others how to develop

Nintendo Wii MotionPlus Interface to Robotics Controller (C and Java):
Implemented both the hardware communication protocol (I2C) and wrote a Java program to interface with Nintendo peripheral hardware for a cheap and accurate gyroscope

SerializeQueue (C++):
Developed a header only C++14 serialization library, supporting many types (including STL containers) on a single serializable and deserializable queue

Education

Bachelor of Science in Engineering, Electrical Engineering **July 2012**
Bachelor of Science in Engineering, Mechanical Engineering
University of Michigan – Ann Arbor, MI

Chinese Study Abroad Program **April 2011 to August 2011**
Shanghai Jiao Tong University – Shanghai, China
- Attended engineering courses under University of Michigan's study abroad program

Experience

Electrical Engineer and Supervisor **July 2012 to present**
ArcelorMittal – Burns Harbor, IN
- Plan and lead major electrical projects and renovations in an industrial setting
- Implemented the reliability program for electrical department
- Direct supervision of 4 electronics and 3 instrumentation technicians

Electrical Engineering Intern **April 2010 to August 2010**
Visteon – Van Buren Township, MI
- Developed driving sound simulator in C++ using wxWidgets for government agency (NHTSA)
- Developed combustion engine audio modification for electric cars (simulate engine noise)

Undergraduate Researcher - Jack Kent Cooke Research Fellowship **April 2009 to December 2009**
APRIL Laboratory, University of Michigan – Ann Arbor, MI
- Developed communication bus firmware (I2C) in C for the lab's autonomous robot project
- Developed Java communication interface between autonomous robot and Nintendo Wii MotionPlus