KIDUS YOHANNES

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EDUCATION

Computer Engineering BS, Honors, University of Utah – 3.7 Major GPA   Salt Lake City, UT

Aug 2018 - May 2022

Relevant course work:

- Algorithms and Data Structures
- Discrete Structures, Probability & Statistics.
- Computer Architecture & Design Laboratory
- Digital Systems Design
- Software Development:
    - Built an online multiplayer game that involved a client-server architecture and used SQL to manage a database for tracking high scores, usernames, and other relevant game statistics.
    - Visualized data using ChartJS (Open source JavaScript Chart library)

EXPERIENCE

June 2020 - Present

University of Utah, UIT Hardware Platform Services   Salt Lake City, UT

VM Provisioning Intern

- Responsible for maintaining the campus and hospital virtualization (VMware) environments. This includes any operational maintenance tasks as well as any manual VM provisioning.
- Bridges the gap for customers with network, backup, and storage and help them get servers setup to the point where they can install applications.
- Works with vSphere, VRA, and Infoblox to deploy custom virtual machines.
- Assigns servers IP address and adds them to their domains using active directory.
- Acts as an administrator to provide support for clients requests and provides additional setup guidance.
- Perform troubleshooting to diagnose service interruptions and quickly implement mitigation measures to restore services.

SKILLS/ACCOMPLISHMENTS

- Proficient in C#, C++, Java, Verilog, SQL, HTML
- Dean's List (Spring, Summer, Fall 2020)
- Fluent in English, conversational in Spanish and Amharic.

PROJECTS

- **TL_DrBot –** Codechella 2020 Twitter Hackathon submission. This bot (@TL_DrBot) uses natural language processing to parse news articles, then calculates the occurrence of each word in the text. It then replies with a summary of the given news article, allowing users to quickly and easily digest the news. This bot is also designed to bypass paywalls on popular sites such as the New York Times, and Washington Post.
- **Tetris (FPGA) –** This project involved programming Tetris from scratch using assembly language, that ran on the Intel Cycle V FPGA board. I worked with 3 other members to design the CPU architecture, instruction set, and assembler to convert our instructions to machine code. This also involved integrating an NES controller for input and a VGA driver for display capabilities.
- **WaterTrack (beta)** – Created app to track users daily water intake. Water intake over time is then store using SQLite and data over time is shown in graph form.
- **Spreadsheet** – Using the MVC design, I coded a spreadsheet from scratch. Each major component to the design was broken down individually and then brought together for the final product. A dependency graph to track spreadsheet cell dependencies. A formula evaluator that implements multi-threading to quickly evaluate multiple large and complex equations. A clean graphic user interface with a feature to adjust the text font and color.