Charles E. Phillips

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Summary:

Studying at Clemson University, pursuing a Master's of Science in Computer Science to go into the field of software engineering in embedded systems.

Education:

- Master of Science in Computer Science: Clemson University (Aug 2024-May 2025)
 - Obtaining a Master of Science in Computer Science from Clemson University, expected graduation date May 2025. GPA: 4.0
- Bachelor of Science in Computer Science: Clemson University (Aug 2020-May 2024)
 - Obtained a Bachelor of Science in Computer Science and Minor in Geology from Clemson University.
 GPA: 3.86

Experience:

- Student Researcher: Clemson University (Aug 2022-Present)
 - Research alongside Dr. Jacob Sorber in the PERSIST Lab, specializing in embedded systems and battery-less devices, leading projects in VLC, and assisting in projects on security in wireless RF communication.
- Software Engineer Intern: Avtec Inc. (May 2024-Aug 2024)
 - Worked on dispatch radio drivers, implementing IP protocol QoS features into preexisting architecture,
 utilizing modern C++, Agile methodologies, and Windows provided development tools.
- Capstone Intern: NIWC Atlantic (Aug 2023-Dec 2023)
 - o Developed an informational web -based dashboard interface and form portal for FIRST Robotics teams and their mentors, using a suite of AWS services as well as ReactJS.
- Technical Support Specialist: Eleos Technologies (May 2022-Sep 2022)
 - o Tested the company's suite of apps and app bases with Firebase and TestRail.
- Undergraduate Teaching Assistant: Clemson University (Aug 2021-May 2022)
 - Assisted in teaching fundamental computer science skills to freshman students, including leading coding labs and debugging C assignments.

Academic Projects:

- Random Number Generation from IoT: Achieving Secure Systems with Household Pets: System
 Administration and Security Visualization (Spring 2024)
 - Led an IoT security project utilizing the TI MSP430 MCU, radio communications, and Python scripting to seed random number generation with real-world pet accelerometer data.
- Pizzas-r-us: Database Management Systems (Spring 2024)
 - o Designed and developed a MySQL database and Java program for managing pizzas, orders, and customers for a realistic pizza restaurant.
- The Ultimate Alarm Clock: Embedded Systems Prototyping (Spring 2024)
 - Created the hardware and software designs on a team for a light sensing alarm clock using the TI MSP430 MCU, Energia IDE, EagleCAD, and various electronic components.
- School Rules, Actually: Data Visualization (Fall 2022)
 - o Collaborated on a data visualization site using D3.js to showcase and interact with data sets involving international school representation.

Personal Projects:

- PlanPlay:
 - Created an application that automatically adds Planning Center set list to Spotify, using Python and the Planning Center and Spotify APIs. (Mar-Apr 2023)
- NumbersApp:
 - Built an application that sends daily texts to registered users, using MySQL, Python, and the Twilio API.
 (March 2023)
- Radio:
 - Utilized basic woodworking, Arduino, and electronic skills to create a radio from scratch. (May 2021-Sep 2021)

Voluntary Work and Activities:

- Special Needs Volunteer:
 - Work with various special needs individuals across a range of ages in children's and adult's ministries as well as the 2024 Night To Shine event at Concord Baptist Church. (May 2023-Current)
- Youth Small Group Leader:
 - Lead a group of high school aged students in various church settings at Concord Baptist Church. (Feb 2023-Current)
- Church Youth Band Member:
 - o Play music across guitar, bass, piano, and vocals in a band of fellow college students leading worship for the youth at Concord Baptist Church. (Feb 2021-Current)
- Assistant Worship Leader:
 - Helped lead a congregation of church members in worship with guitar and vocals at Green Creek Baptist Church. (Jul 2018-Sep 2020)