

SUMMARY	A passionate, well-rounded, and experienced computer systems engineering senior with a multitude of different expertise and experiences seeking a full-time opportunity		
EDUCATION	University of Massachusetts Amherst , Amherst, MA Bachelor of Science in Computer Systems Engineering Minor in Engineering Management		GPA 3.65/4.0 Anticipated May 2014
SKILLS	Proficient Languages: C Java VB.NET C# Software: Visual Studio Eclipse Git CLI Quartus Wireshark PSpice Platforms: Microsoft Windows Mac OS X Linux Others: Multithreading Verilog SQL LINQ HTML CSS		
EXPERIENCE	TeraDiode , Wilmington, MA Software Engineer Intern Rapidly expanding Startup Company that specializes in high-powered laser cutting		Summer 2013
	<ul style="list-style-type: none"> Worked as a lead in developing computer vision software in C# using the AForge.NET framework Architected a back-end framework using fundamental object-oriented design paradigms and a XML framework to easily allow developers to integrate different cameras into new and existing software Wrote multiple back-end camera drivers in this framework using multithreading techniques Wrote a fast performing algorithm for creating a nonlinear least squares fit equation that is used to characterize the quality of every laser that is shipped to customers Facilitated in saving thousands of dollars by allowing the engineers to switch over to an in-house solution for their cameras and tools from an expensive and poorly supported out-of-house camera and tools solution currently used in R&D and production Reduced server load and SQL query time by localizing queries into local memory 		
	Lutron Electronics, Inc. , Coopersburg, PA Engineering Intern (Windows Systems) Global leader in lighting control systems with an expanding market in shading control systems		Summer 2012
PROJECTS	<ul style="list-style-type: none"> Established a multitude of skills including, but not limited to agile software development, version control, code review, and cross-team communication Remodeled software in C for RF Shades that allows multiple versions of the product to utilize common software significantly reducing overhead costs from common manufacturing error Added features to existing PC tools to greatly simplify and reduce on-site time for technicians to install/repair shades resulting in better satisfied customers Directed a PowerPoint presentation based off an Excel spreadsheet I created to correlate events related to shade data to upper-level management 		
	DragonFire Designed and implemented an embedded system capable of logging x, y, and z-axis motion requiring extensive knowledge in low-level C, ARM core processors, and SD card technical specs Developed software in Python to analyze the log with a front-end GUI design using wxPython		Winter 2013 – Spring 2013
	Network Interface Using FPGAs , Verilog , and C , developed capabilities to allow data packets representing image data to be sent over a Ethernet line using the OSI Model abstraction		Spring 2013
RELEVANT COURSES	Royal Crown Casino Gambling Designed a gambling program in C++ with a team of 4 developers while coordinating logistics, mediating discussions, and reinforcing positive feedback Developed portions of the core code and GUI for the game Gin Rummy Documented software using UML diagrams and commenting code		Fall 2012
	Pipeline Simulator Implemented a C program in a team environment to simulate a 5-stage MIPS pipelined processor with different configurations to see where bottlenecks can occur		Fall 2012
	Embedded Systems I, II Software Intensive Engineering Data Structures	Computer Architecture & Design Computer Networks Writing in Engineering	Electronics I Circuits Public Speaking