

Theodore Davis

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Objective

To be hired for an internship related to systems or software engineering for the summer of 2021.

EDUCATION:

Iowa State University - Ames, Iowa

Fall 2017 – Current

Major: Computer Engineering

Minor: Mathematics

Cumulative GPA: 3.32

Expected Graduated Date:

Fall 2021

WORK EXPERIENCE:

Student IT Support

April 2019 – Current

Iowa State University - Ames, IA

Developed new processes to automate recurring tasks.

Troubleshooting of various devices and software.

Collaborated as a team to finish time sensitive tasks.

Autonomously solved issues as they arrived.

Embedded Systems Teaching Assistant

January 2020 – May 2020

Iowa State University - Ames, IA

Worked with other TAs to develop clear teaching strategies.

Showed students how software interacted with hardware.

Taught students the principles of debugging with embedded systems.

Extracurricular Activities:

Archery Club, IEEE, Information Security Assurance Group, Quiz Bowl, Cyber Defense Competition, Chem-E-Car

Workplace Skills:

Soft Skills:

Adaptable, Timely, Organized, Team Oriented

Hard Skills:

C/C++, Java, Python, ModelSim, Eagle, Matlab, VHDL, Microsoft office

Engineering Projects:

- DnD Board:

Researched object tracking with use of cameras. Created an algorithm to track colors and place objects into a 2D environment. Collaborated with team members to integrate our code together. Presented our project in front of an audience with supporting slides.

- Chem-E-Car:

Must sense a chemical reaction to stop the car at a specific distance. Researched the best sensor for the job. Measured reaction with sensor to calibrate concentration of chemicals. Designed and soldered a circuit for the car. Helped with poster design for presentation.