

Triston J Babers

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SUMMARY

Computer Engineering Major interested in working with embedded systems and designing hardware components. Has strong background in software development and eager to branch into hardware design.

EDUCATION

University of California San Diego, La Jolla, CA

B.S., Computer Engineering

Expected June 2024

SKILLS

Programming Languages:

SystemVerilog	— — — — —
Javascript	— — — —
C	— — — —
C++	— — — — —
Java	— — —

Debugging and Testing:

GDB – Debugging C programs via a command line interface.
Jest – Systematically testing functionality of links for web development.
JUnit – Running unit tests for Java programs.
ModelSim – Correcting functionality for SystemVerilog files by fixing errors and warnings.
Valgrind – Resolving memory leaks in C programs.

PROJECTS

FPGA Convertor

[TristonBabers/Floating-Point-Convertor](https://github.com/TristonBabers/Floating-Point-Convertor)

- Written in SystemVerilog, it takes a 32-bit value and displays the IEEE-754 floating-point number it represents.
- It has a variable called DISPLAY_WIDTH that can change the width of the 7-segment display in a range from 5 to 40+ digits.

Recipe Manager App

github.com/TristonBabers/cse110-sp21-group36

- Worked as a team lead on a website CRUD application. The team was given 10 weeks to plan, develop, and test the site in adherence with the Agile methodology. Was the team manager responsible for scheduling meetings and coordinating the weekly sprint objectives between each of the sub-groups in the team. Also, worked independently as a programmer for the home page of the application.
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