

Triston J Babers

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SUMMARY

Computer Engineering Major interested in working with embedded systems and designing hardware components. Has a strong background in software development and is 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, Jest, Junit, Valgrind, ModelSim

Soft Skills:

- **Remote Work** – Comfortable using SSH to connect to remote Linux terminals and command line code development.
 - **Collaboration** – Keen to assist confused co-workers in understanding, and always eager to take feedback about my own performance; keeping a mindset of continuous improvement.
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PROJECTS

Portfolio Website

TristonBabers.com

- Personal portfolio website, displays information for my projects and contact info. Built using vanilla HTML, CSS, and Javascript.

FPGA Convertor

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 for a range of 5-40+ 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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