ALEXANDER BOLINSKY

6021 Pershing Avenue, Apt. 1W, St. Louis, MO 63112 (203) 815 9511 · ahbolinsky@gmail.com · abolinsky.github.io

EDUCATION

Washington University in St. Louis

2012 - present

B.S. in Computer Science & Engineering

Relevant Coursework

Logic & Discrete Mathematics, Digital Logic & Computer Design (VHDL), Computer Science I & II (Java), Introductory Robotics, Algorithms & Data Structures, Undergraduate Research in ESE (LabVIEW & MATLAB), Digital Systems Laboratory (Verilog), Object-Oriented Software Development Laboratory (C++), Systems Software (C), Computer Architecture, Computer Systems Design, Operating Systems, Machine Shop

Involvement

IEEE · Co-President & Treasurer of Student Branch (ieee.wustl.edu)

ASME · Member

City Faces · Day Leader & Tutor (www.stlcityfaces.com)

Men's Squash Team · Treasurer, Named Harrow Squash Player of the 2014 Men's National Championship Team

ENGINEERING & RESEARCH EXPERIENCE

Electrical & Systems Engineering Research

August 2014 - present

St. Louis, MO

Undergraduate Research

· Developed a system enabling two robots, each with a pair of microphones, to autonomously identify and move toward a sound source. Designed Brain Computer Interface (BCI) algorithms from EEG signals and implemented the design in LabVIEW to control the movement of a robot.

Digital Systems Laboratory

August 2014 - December 2014

Student

St. Louis. MO

• Designed and implemented a ten band stereo audio equalizer in verilog and deployed the design on an FPGA. Components of the design include a Finite Impulse Response (FIR) filter for filtering the ten frequency bands, a Serial Peripheral Interface (SPI), the equalizer itself, and a LabVIEW application/GUI.

Institute of Electronics & Electrical Engineers Student Branch

February 2014 - present

Co-President & Treasurer

St. Louis, MO

Designed and constructed a "Segway" that utilizes a 6 DOF IMU sensor, an Arduino, and filter and error algorithms for self balancing.
Collaborating with several other active members on projects involving developing for the Oculus Rift, hardware and software design and construction, and 3D printing. Competed in the IEEExtreme 8.0 programming competition in October, and plan to compete in an IEEE robotics competition in the Spring semester.

The University of Texas MD Anderson Cancer Center

June 2013 - August 2013

Research Intern

Houston, TX

· Performed research analyzing end-of-life care and hospice care and wrote an extensive literature review.

Dr. Hugh Taylor's Lab, Yale University School of Medicine

June 2011 - July 2012

Research Intern

New Haven, CT

· Performed research and produced a professional paper, poster and presentation for the 2011 Science Research Program Student Lecture Series. A second summer's research culminated in a literature review and abstract.

TECHNICAL STRENGTHS

Languages Java, Verilog, VHDL, C, C++, Objective C, Python, HTML, CSS, JS, MATLAB, LaTeX

IDEs Eclipse, Visual Studio, Xilinx ISE, LabVIEW, EagleCAD, Xcode, Arduino

Tools SVN, Vim, Illustrator, Photoshop, Excel, Powerpoint

Manufacturing 3D printing, circuit board design & fabrication, metalworking (lathe, mill, etc.), SEM/TEM imaging