# Adam Amin

aamin027@ucr.edu | tel: 949-656-6010

*Recent Computer Engineering B.S. graduate with passions in electronics and software design, seeking an entry-level role in embedded systems or software development.*

## Software Engineering Skills

**Programming Languages:** C, C++, C#, Java, Python, HTML5/CSS, JavaScript
**Technologies and Protocols:** Git, GCC/GDB
**Frameworks:** Selenium, React, Django

## Electrical Engineering Skills

**Programming Languages:** ARM Assembly, MIPS Assembly, Verilog
**Technologies and Protocols:** Arduino, FreeRTOS, SPI, UART, VDHL
**Simulation Tools:** MATLAB, OrCAD, PSpice, Synopsis

## Education/Certifications

**University of California, Riverside** – Bachelors of Science in Computer Engineering — December 2024
**Irvine Valley College** – Associates in Computer Science and Mathematics — June 2022
**NCEES Fundamentals of Engineering** – Electrical and Computer Engineering Certification — **In Progress**

## Experience

**Quality Assurance Engineer,** Promenade Software – Irvine, CA — June 2020 – August 2022

- Worked on the DxTerity COVID Project, a high-priority initiative to develop a web-based solution for purchasing test kits and securely storing COVID-19 related data.
- Ensured software quality by designing and executing test cases, identifying and reporting bugs, and verifying fixes.
- Utilized Jira to track and manage tasks, ensuring clear communication between QA and development teams.
- Maintained detailed documentation of performed test cases, test validation, and test verification.
- Collaborated with the development team to resolve issues, ensuring the timely delivery of requested software.
- Performed automated testing using Python to test large volume requests, or various edge cases.
- Contributed to the successful delivery of a scalable, reliable, and secure system that met client requirements.

## Projects

**Joystick Hero - Arduino MEGA**

- Developed a rhythm-based game using an Arduino MEGA, integrating a 16x2 LCD display and joystick for user input.
- Programmed game logic in C to display and track arrow patterns, requiring precise timing and input handling.
- Designed circuits and tested input/output devices, ensuring reliable performance.

**Synthesizer - FRDM K64F Microcontroller**

- Built a digital synthesizer using the FRDM-K64F microcontroller by implementing signal processing algorithms in C.
- Designed the circuit and hardware which allowed to user to adjust volume and add effects to the audio signal.
- Utilized ARM Cortex-M4 capabilities for real-time audio synthesis and debugging with GDB.

**Volumetric Display Visualizer**

- Designed a 3D visualizer using a Raspberry Pi 5 to display real-time images and video.
- Integrated the system with TouchDesigner, an app for live visualization and user interaction.
- Currently iterating on the design to improve performance and functionality.