Andrew Booth

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Summary

Experienced and open-minded undergraduate student with the objective of obtaining an internship or co-op as a computer engineer or programmer. Gained experience in the laboratory and in process development as an intern at Corning Inc.'s Sullivan Park R&D center. Relevant skills:

- Proficient in Java and Processing
- Proficient in C/C++
- Working experience with Visual Basic for Applications
- Basic knowledge of MATLAB and Maple
- Proficient in MIPS assembly language
- Proficient with Arduino
- Proficient with Windows, OSX and Unix
- Basic knowledge of Verilog

Experience

Intern with Corning Inc., *Corning, NY* **June 2013 – Present**

- Improved proprietary application-specific modeling software written in VBA by reducing runtime by >10x and developed graphical interface to improve usability for other company employees
- Used and analyzed Micro-Epsilon confocal scanning laser polarimeter and Tropel Flatmaster for usefulness in active project
- Currently continuing development on modeling software and performing analysis on annealed glasses

Student Leader with School of Engineering and Applied Sciences, *University at Buffalo* **Sept. 2013 – Present**

- Assisted in the assimilation of first year engineering students to the college environment
- Guided first year engineering student project teams
- Graded and organized assignments, carried out data entry

Education

Pursuing Computer Engineering B.S. at University at Buffalo, *Buffalo, NY* **Sept. 2012 – May 2016**

- By May 2015 will have completed courses covering microcomputers, ARM assembly language, signals & systems, and statistical analysis
- Have completed courses covering topics in real-time & embedded operating systems, computer organization, data structures, circuit analysis, and differential equations
- Current cumulative GPA: 3.885/4.000

Östra Gymnasiet, *Stockholm, Sweden* **Sept. 2011 – May 2012**

- Became proficient in the Swedish language, in addition to becoming familiar with typical Swedish culture and traditions

Projects

Drone Control and Deployment – Program developed in C designed to simulate delivery drone events, complete with task queuing and collision detection & avoidance

Embedded Systems Development – Real-time system developed in Arduino language. Designed to let elderly or hard-of-hearing use natural light as a waking stimulus

Verilog ALU Design – 32 bit arithmetic logic unit developed in Verilog based on the MIPS bit-slice processor architecture

MIPS Assembly Division Algorithm – 32 bit division algorithm developed in MIPS