Aidan Frondozo

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https://github.com/afrondozo/My-Projects

PROFESSIONAL SUMMARY

Highly motivated and quick learning aspiring software engineer with an active secret security clearance, eager to apply technical skills and knowledge in a dynamic internship role that is involved throughout the entire product lifecycle. Proficient in multiple programming languages and development tools, with a demonstrated ability to learn and adapt quickly to new technologies. Dedicated to leveraging technical expertise and mentorship opportunities to deliver high-impact solutions and drive organizational success.

EXPERIENCE

Electrical Engineering Intern, Naval Undersea Warfare Center Keyport   *June 2024 – August 2024*

- Developed a Python GUI using the TKinter library to interface with the lab programs on the lab computer.
- Assisted in conducting laboratory experiments to test products at the end of their development lifecycle to ensure readiness for deployment.
- Designed and tested a PCB in OrCAD Capture to simulate a hydrophone load and inject signals into a multiplexer to verify a correct signal output.
- Designed various filter circuits in OrCAD Capture and simulated the circuits using OrCAD PSpice. Built circuits on a breadboard and tested the physical circuits using a network analyzer to compare them to the simulations.

Electrical Engineering Design Lead, UW Husky Adapt   *November 2023 – June 2024*

- Collaborated with PROVAIL to design a prototype for an automatic wheelchair canopy tailored to a client with cerebral palsy.
- Conducted in-person meetings with the client to accurately measure wheelchair dimensions and gather detailed design constraints for the prototype development.
- Programmed an Arduino microcontroller to control DC servo motors with an external button, based on client requirements.
- Developed and tested a prototype breadboard circuit to supply power and signals to our motors.
- Presented our final prototype at the end of the year showcase, demonstrating the product's alignment with client needs and gathered feedback.

Personal Project:

- Developed a memory-based word game to gain experience in the software development lifecycle. Planned game mechanics and user interactions, designed the interface with React.js, tested and debugged to ensure smooth user experience, and incorporated feedback from friends and family members. Planning on making the game accessible online.

EDUCATION

Bachelor of Science, Electrical and Computer Engineering   *June 2026*

University of Washington College of Engineering (GPA: 3.67 | AWARDS: Dean's List)

SKILLS

Java, React.js, Python, CSS, OrCAD Capture, OrCAD PCB Editor, OrCAD PSpice