

Kyle Patrick Salitrik

SOFTWARE ENGINEER · ELECTROMECHANICAL ENGINEER

ADDRESS

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Education

The Pennsylvania State University

B.S. IN ENGINEERING SCIENCE & COMPUTATIONAL DATA SCIENCE

Expected: Aug. 2019

University Park, PA, USA

- Minors: Engineering Mechanics, Mathematics
- Thesis: Effects of Print Orientation, Fill Density and Size on 3D Printed Structures

Work Experience

The Pennsylvania State University

UNDERGRADUATE RESEARCH INTERN

University Park, PA, USA

MAY 2017 - PRESENT

- **Programming** | Python, Keras, Tensorflow, CNTK, Machine Learning
 - Developed Python scripts for automating software tests
 - Used Keras with Tensorflow & CNTK to create Neural Networks for predicting movement of ships

Advanced Acoustic Concepts

ELECTROMECHANICAL ENGINEER

Uniontown, PA, USA

MAR 2015 - JAN 2017

- **Software & Hardware Engineering** | Test Automation, Arduino, Python, BASH, AutoCAD Electrical
 - Utilized BASH scripts and Knoppix to automate server tests by printing status information to a built-in LCD panel
 - Automated mprime CPU stress tests via SSH using Python scripts to deploy the service and collect logs
 - Designed test fixtures using Arduino microcontrollers to automate hardware testing of CCAs using bitwise control of ICs
 - Created Arduino array to deliver real-time, self-correcting PWM pulse generation by polling output
- **Mechanical Engineering** | Solidworks, Inventor
 - Developed adaptable 3-axis vibration test fixture for up to 2U, 30-inch servers and frequency range up to 2kHz
 - Created vibration test fixture to accommodate various sizes of Hammond enclosures for low-frequency MIL-SPEC testing
 - Designed modular truss structure for supporting mobile winches on ships with the goal of being hot-swappable for missions

The Pennsylvania State University

TEACHING INTERN (STATICS)

University Park, PA, USA

AUG 2012 - DEC 2012

- Held office hours to help students comprehend subject matter and complete homework
- Assisted with creation of exam problems and proctored exams

Projects

Oculus Drift

C#, UNITY

HackYSU

FEB 2017

- OculusDrift was an experiment in audio-visual entrainment employing Unity (C#) and the Oculus Rift. The purpose of the project was to create a relaxing environment by using binaural audio and simulating the user floating through a star field.

Certifications

MAY 2016 **Solidworks Essentials** | Prism Engineering

Pittsburgh, PA, USA

APR 2016 **Siemens TIA Portal Programming 2** | AWC, Inc.

Houston, TX, USA

AUG 2015 **IPC J-STD 001** | Advanced Acoustic Concepts | Expires: AUG 2017

Uniontown, PA, USA

DEC 2015 **NFPA 70E** | Steel City Safety | Expires: DEC 2017

Pittsburgh, PA, USA

Professional Memberships

IEEE **Institute of Electrical and Electronics Engineers**, Computer Society

2017

ACM **Association for Computing Machinery**

2017

IGDA **International Game Developers Association**

2017

ASME **The American Society of Mechanical Engineers**

2017