

Anthony Ibarra | Computer Engineer

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Portfolio: <https://aibarr23.github.io/Portfolio/>

Professional Profile

Aiming for growth in self skills, and seeking a position that improves upon my current skills, and also teaches new useful skills for future situations. I am someone who has an interest in learning and improving. I am a hard worker, even more so when it involves my own personal interests. I desire to increase the quality of what I enjoy being a part of, as someone that strives to be an Engineer that is complete and efficient in their work to bring out the growth to what we as Engineers put our hands on, on a daily basis.

Core SKILLS

- | | | |
|------------------------------|-------------------|--------------|
| • Control & Embedded Systems | • Neural Networks | • Planning |
| • Robotics | • Problem Solving | • Leadership |
| • AI & ML | • Creativity | • Motivation |
| | • Designing | • management |

Career Summary

Aug 2021 - May 2022

UIC Senior Design

Automated Watering System

Work in a four-student team to prototype a device that water specified plants by taking moisture levels, outdoor weather conditions, and plant information into account.

- Manage team to make sure all assignments are done on time and completed, and submit weekly assignments based on progress of project development.
- Program Arduino Nano iot 33 to decide whether to water or not water plants based on moisture levels
- Create APP (Kivy a python framework was used) to show information regarding the system, plants and weather
- Program a UDP client-server communication between Arduino and APP

Aug 2017 - May 2022

Table Tennis Club member

UIC recreation center

Assist with opening, closing, and setting up equipment for club activities. Help with practice for future tournaments or events when needed.

2014 - 2017

Volunteer (volunteered 3 times)

HighSchool Heroes Program

The process of teaching 1st-3rd graders about society through a specified curriculum composed into four sections. Volunteers are placed in a group of 3 to complete said curriculum in a concise time frame for each section.

Education & Qualifications

UIC, Chicago IL — M.S

Jan 2023 - Present

Masters of Science in Computer Engineering, ECE

UIC, Chicago IL — B.S

Aug 2017 - May 2022

Bachelors of Science in Computer Engineering, ECE

Additional

Interests:

Artificial Intelligence & Machine Learning, Deep Learning & Neural Networks, Programming, Robotics, Automation, Research/Development & Design, Embedded & Control systems, Power Efficiency, and Cost Efficiency.

Hardware:

Tiva C launchpad TM4C123G, Arduino Nano 33 IoT, Raspberry pi (alpha bot).

Software:

VS Code, GitHub, Git, MATLAB, Solidworks, Mathematica, Quartus, Ubuntu(WSL), code-composer studio, Arduino IDE, VNC viewer(raspberry Pi), (normal understanding of Microsoft Word, PowerPoint, Excel).

Programming Languages:

Python, C/C++, object oriented programming, Assembly, CSS, Html, JavaScript, Rust

Hobbies:

Repairing (disassembling and reassembling electronic parts / devices), Table-Tennis, video games