

Anthony Ibarra

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Summary

Passionate Computer Engineer willing to learn and gain knowledge and techniques to grow as an engineer. Striving to try new things and embrace them to grow and become a part of something remarkable. Strong interest in AI & ML, Control, Robotics, Programming, and Embedded Systems. Enjoy finding ways to improve hardware and software either new or old projects.

EDUCATION

University of Illinois Chicago (UIC) -

May 2022

Bachelor of Science in Computer Engineering

Relevant Coursework: Artificial Intelligence I, Principles of Modern Control & Principles of Auto Control, Pattern Recognition I, Computer Comm Networks I, Robotics: Algorithm/Control

SKILLS

Computer programming: Python, C/C++/C# , object oriented programming, Assembly, Ubuntu, AI (artificial intelligence) & ML(machine learning)

Software Knowledge: VS Code, GitHub, MATLAB, Solidworks, Mathematica, Quartus, code-composer, Arduino IDE, VNC viewer(raspberry Pi), (normal understanding of Microsoft Word, PowerPoint, Excel)

Speech: Proficient in spanish (can read, write, and have normal conversation)

Projects

Automated Watering System, Senior Design

August 2021 - May 2022

- 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 framework was used) to show information regarding the system, plants and weather
- Program a UDP client-server communication between Arduino and APP

[Portfolio\(Github\)](#)

[APP video demonstration](#)

[Senior Design Github Link](#)