

Arik Yueh

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Objective: To apply my engineering educational background in an internship and start growing my career experience into hardware engineering.

Education

University of California, Santa Cruz

Santa Cruz, California

Bachelor of Science, Electrical Engineering

2015 - Present

- **GPA:** 3.3
- **Relevant Coursework:** Analog Electronics, Signals and Systems, Logic Design, Computer Networks, Computer Systems and Assembly Language, Computer Systems and C Programming, Python Programming, Multivariable Calculus, Linear Algebra, Electricity and Magnetism, Waves and Optics, Electrical Circuits

Employment History

- **Level5Labs** Palo Alto, California
Stereo Vision Intern *June 2018 - August 2018*
 - Analyzed Intel Realsense D415, D435 and Zed stereo cameras test cases and presented to team
 - Developed tools from camera SDKs such as ground plane detection used for free space detection
 - Funneled point cloud stream to create 2D occupancy grid for semantic segmentation
 - Built disparity maps and occupancy grids in Linux with OpenCV, and ROS modules on NVIDIA's Jetson TX2

Projects

- **Skiatholon** *March 2018*
 - Programmed with verilog on a Basys3 board to create a traditional skiing video game
 - Displayed the VGA output of a 800x525 screen using H-sync, V-sync, and RGB pins
 - Created using purely logic gates and implemented 9 different state machines
 - Constructed every module from scratch including adders, score counters, and anode display
- **Battle Boats** *May 2017*
 - Recreated licensed board game in C using two Uno 32 kits
 - Used C libraries to configure 32 kits as I/O devices to receive, display, and send guesses
 - Implemented encrypting concepts in code using a Checksums Algorithm
 - Designed as a state machine that handled different conditions and assigned specific states of the game.

Skills

- **Languages:** C++, C, Verilog, Python, Assembly, LaTeX, HTML/CSS, MATLAB
- **Tools and Software:** Arduino, PIC32, Oscilloscope, Raspberry Pi, Unix, Git, Windows