

# Angela Hudak

A Computer Engineering student seeking an internship for Summer and/or Fall 2021.

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## EDUCATION

**Rochester Institute of Technology** | B.S. in Computer Engineering

August 2018 - May 2023

## EXPERIENCE

**Abbott POC** | Project Support Engineering Intern

July 2020 - December 2020

- Worked in a remote setting with a Software Engineering Team
- Learned C++ to develop smaller applications which could potentially be used in upcoming projects
- Designed and developed the backend that would allow the user to store and analyze data using Python and the Pandas library.
- The application was able to receive data from a csv file and would automate the organization of it so it could be easily viewed by the user.

## PROJECTS

**Bomber Game** | 6502 Assembly, Vim, Ubuntu

April 2020

[github.com/angelahudak/Bomber](https://github.com/angelahudak/Bomber)

- A game for the Atari 2600 in 6502 Assembly
- There is a play field, scoreboard, missiles, and two players on the screen at a time, sprites, and warp border to the left and right, and background sound.

**SPEX Rover Project** | Electronics Team Member

January 2019 - April 2019

[spex.rit.edu/projects](https://spex.rit.edu/projects)

- The Rover is a team project that is a part of the SPEX Club.
- My responsibility was to connect the raspberry pi 3B+ to an xbox1 controller through Bluetooth and enabling it so it stayed connected even when shut off. Also, teaching others how to solder properly and safely.

## SKILLS

- **Languages:** VHDL, Python, C++, ARM Assembly, MIPS Assembly, Java, MATLAB, L<sup>A</sup>T<sub>E</sub>X
- **Software:** Xilinx Vivado, PSPICE / LTSPICE, Pycharm, IntelliJ, Keil  $\mu$ Vision, Raspbian, Quartus II, ModelSim, Microsoft Office
- **Hardware:** Basys3, FRDM-KL46Z Board, Oscilloscopes, Breadboard / Circuitry, Digital Multi-meter, Waveform Generator, Raspberry pi, Arduino

## EXTRACURRICULARS

**Computer Science House** | House Improvements Director, 3D Administrator

August 2018 – Present

[csh.rit.edu](https://csh.rit.edu)

- Computer Science House is a living and learning community with a helpful environment that emphasizes hands-on learning and projects outside of the classroom.
- The House Improvements director delegates projects that improve the physical aspects of floor, such as painting, cleaning, building, and organizing House's resources.
- A 3D Print Administrator assists and educates other members on how to print 3D files effectively and taking care of 3D printers.

**RIT Space Exploration Club (SPEX)** | Member

January 2019 - December 2019

[spex.rit.edu](https://spex.rit.edu)

- Worked with other members on the rover electronics team by building a working prototype rover in preparation for the University Rover Challenge.