Angela Suresh

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Relevant Coursework

Embedded Systems, Circuit Theory, Software Design and Implementation, Linear Algebra,
Major area of interest: Integrated Circuits and Semiconductors

Work Experience

Longhorn Racing, Electronics Telemetry Engineer **Aug 2022 - Present**

- Watchdog PCB: Utilized KiCad to design a circuit for analyzing signals from analog and digital inputs. Converted signals into CAN and developed the corresponding PCB standardized subsheet for the telemetry system within the electric car.
- Electric Car Underglow: Developed and tested a PCB integrating ESP32-WROOM MCU and FASTLed software libraries to illuminate addressable leds. Used C++ to implement multiple LED light configurations through Platform.io in the Arduino framework. Tested using power supply.

Cisco, Cisco High Externship Program Intern **Jun 2022 - Aug 2022**

- Organized activities and session flow for 20+ students
- Facilitated engagement calls with Cisco executives/employees across the world
- Presented highlighting program metrics and offering solutions and insights
- Reorganized and leveraged a SharePoint team site
- Designed social media posts for Instagram and LinkedIn

HardwareNXT Summer Program, Electrical Engineering **Jun 2021 - Aug 2021**

- Learned EE Topics such as: Circuit Analysis, OpAmps, Schematics, PCB Layout and EVT
- Created circuit diagrams and schematics using KiCad Software
- Utilized Arduino to create simple circuits
- **Personal Project:** Utilized Java and Arduino microcontroller to create a personal locking system to simulate automation of home technology

Intro to Embedded Systems Project, Handheld Game Device

- Developed an embedded system to run a personalized game with C++ in Keil IDE using Arm Cortex-M4F microcontroller, TM4C123G. Created 6-bit DAC for sound output, ADC for potentiometer input and utilized serial communication with UART. Designed corresponding PCB with full implementation of embedded system.
- Used Digilent Analog Discovery 2 Waveforms logic analyzer to perform measurements.

Skills

- Programming Languages: C, C++, ARM Assembly, HTML
- Tools: KeilV5, Linux, CLion, Eagle, KiCad, LTSpice, VSCode, Arduino, Esp32, STM32Cube IDE, Oscilloscopes, AD2 Waveforms, Power Supplies, Sharepoint, Unity, Adobe Premiere Pro, After Effects, Photoshop, PowerPoint, Word, Excel

Education

The University of Texas at Austin (August 2022 - December 2026)
Bachelor of Science in Electrical and Computer Engineering - *Honors*