Austin Scampini

austinscampini@gmail.com | (843) 810 4712

OBJECTIVE:

A career opportunity that will allow me to showcase and utilize my problem-solving skills, attention to detail, as well as teamwork and communication skills to further my abilities in the field of Computer Engineering.

EDUCATION:

University of South Carolina, Columbia SC
Bachelor of Science in Engineering for Computer Engineering, May. 2019

COMPUTER SKILLS:

Languages: C, CSS, C++, C#, Html, Java, JavaScript, Mips Assembly, System Verilog, TypeScript

Development Environments: Android Studio, Eclipse, Emacs, FreeMat, Qt, Quartus, MATLAB, NetBeans, Sublime Text 3

Computer Applications: Autodesk/AutoCAD, GitHub, Google Drive, LTspice XVII, Microsoft Office, Open Office, Unity 3d, Vim

Operating Systems: Android, IOS, Linux, Mac OS, Unix, Windows

Skills: 3d Modeling, Android App. Development, Algorithmic Design, Circuit Analysis and Design, Embedded Systems Design and Programming, Website Interface Development, Mobile Interface Development, Linux App. Development, Remote Login (SSH Secure Shell), Web Database Systems Programming and Data Analysis, Electrical Systems analysis, Data Structures, Bash and shell script development

PROJECTS:

August 2018 – December 2018

University of South Carolina ("Blackboard") Website Redesign | Primary Designer, Primary Programmer

- Redesign of the University of South Carolina's main student course management website. A prototype of this website design was made using HCI ("Human Computer Interaction") techniques and was built in HTML5 with CSS, as well as a Python 3 local host and GitHub to insure code consistency and version control.

January 2018 – May 2018

Mobile App Development ("InsurTix") | Ionic Developer

- Mobile application that was developed for a client for Android and IOS. It was built using HTML5, CSS and TypeScript as well as used Back4App which is an online database in which we stored and backed up application data. It was designed to be a mobile insurance app for parking tickets.

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August 2017 – May 2018

Capstone Project ("Sense – Able") | Linux Developer, Prototype Designer

- Linux Application that uses a Lidar Sensor, Qt5's coding environment, C++, object recognition software, and a webcam to detect and notify visually impaired users of any potential obstacles or dangers that would cross their paths. An executable was created from this project to be used for a research tool as well as a general example of what this technology could do and was used for marketing purposes by our client.

August 2017 – December 2017

Computer Game Development | Project Manager, Lead Unity Developer

- 3d Fighting game that shows a 2d side locked camera, so it plays like a 2d game. It used the Unity 3d game development engine and consisted of a 16 week start to finish build and design of a full video game using C#, basic time management and general project development skills.

January 2017 – May 2017

Multiprocessor Image Processing | Lead Developer, FPGA Programmer

- Design and implementation of a program that uses parallel processing to generate high resolution imaging in real-time using 4 processors. This included programming to an FPGA (Field Programmable Gate Array) board and outputting the image as well in real-time to a display system and outputting its data to a console.

EXPERIENCE:

August 2011 – Present

Freelance Computer Technician

- General upkeep of computer systems and management of hardware and software components. Also included debugging of faulty software and faulty hardware components and the rebuilding on overall computer systems and/or structures.