

Bridget Tan

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EDUCATION	Carnegie Mellon University , Pittsburgh, PA Master of Science in Electrical and Computer Engineering Bachelor of Science in Electrical and Computer Engineering Minor in Audio Engineering Cumulative GPA: 3.31/4.00	Expected in May 2020 May 2019
SKILLS	Programming: C, MATLAB, Python, Arduino, Raspberry Pi, Git, C#, Java, Assembly (ARM and x86), SystemVerilog Creative: Microsoft Office, G Suite, Unity3D, Adobe Photoshop, Illustrator, Flash, Audacity, Pro Tools, Soundvision Operating Systems: Windows, Mac, Linux Spoken Languages: English, Chinese (Mandarin), Spanish, Japanese	
COURSEWORK	18-493: Electroacoustics 33-114: Physics of Musical Sound 18-492: Speech Processing 18-491: Fundamentals of Signal Processing 18-290: Signals and Systems 57-338: Sound Editing and Mastering	18-578: Mechatronic Design 18-370: Fundamentals of Control 18-349: Introduction to Embedded Systems 15-213: Introduction to Computer Systems 18-240: Structure and Design of Digital Systems 18-220: Electronic Devices and Analog Circuits
RESEARCH EXPERIENCE	Infant Language and Learning Lab , Carnegie Mellon University <i>Research Programmer</i> <ul style="list-style-type: none">• Programmed a pipeline for analyzing NIRS data using the AnalyzIR Toolbox in MATLAB• Designed and programmed video games that promote cognitive engagement and physical activity to enhance cognitive control and school readiness skills in prekindergarten children• Adapted a computer application to assess attention in infants for investigating early markers of attentional dysfunction and potentially diagnose ADHD in infancy	May 2017 – September 2018
PROJECTS	Window Washing Robot , 18-578 capstone project <ul style="list-style-type: none">• Collaborated with a team of 5 to develop an autonomous robot that adheres to and cleans windows• Helped in development of control, locomotion, adhesion, sensing, and cleaning subsystems• Assembled electronic components and circuitry of the robot Text-to-Speech Talking Clock , 18-492 course project <ul style="list-style-type: none">• Built a text-to-speech system using the Festival Speech Synthesis system and FestVox voice building tools• Developed a voice database for a talking clock synthesizer using my own voice Pizza Ordering Dialog System , 18-492 course project <ul style="list-style-type: none">• Developed a multi-turn pizza ordering system as an Alexa Skill• Used ngrok and Flask-Ask to develop servers and dialog for interfacing with Alexa Embedded Real-Time Kernel , 18-349 course project <ul style="list-style-type: none">• Implemented a real-time Linux kernel module on a Raspberry Pi with a partner• Wrote device drivers using GPIO to interface with rotary encoders, DC motors, and PID speed controller for controlling wheels on two Raspberry Pi's via ethernet "Keep Talking and Nobody Explodes" Physical Game , Build18 Engineering Festival <ul style="list-style-type: none">• Collaborated with a team of 5 to develop a physical version of the game "Keep Talking and Nobody Explodes"• Developed an Arduino program with button inputs and RGB LCD, speaker, and LED outputs	Spring 2019 Fall 2018 Fall 2018 Spring 2018 January 2018
LEADERSHIP	AB Tech , Carnegie Mellon University <i>Co-Head of Tech, Executive Board Member, Student Technician</i> <ul style="list-style-type: none">• Directed officers and an organization of about 30 students to provide professional entertainment production• Worked professionally with event organizers to plan and run hundreds of successful events every school year• Led recruitment and training sessions that effectively taught members technical skills• Executed sound, lighting, rigging, and stage management for the university's organizations and administration Awareness of Roots in Chinese Culture , Carnegie Mellon University <i>Executive Board Member, Technical Coordinator</i> <ul style="list-style-type: none">• Coordinated with a team of 30 members to plan and implement regular Chinese cultural awareness events• Implemented new promotional campaigns via social media and email that successfully reached new audiences• Oversaw technical logistics for an annual cultural play involving various dances and performances	September 2015 – Present September 2015 – Present