

# Chris Biancone

**BS/MS Electrical  
Engineering**

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## About

Fourth-year EE student at RIT; DoD SMART Scholar. I have background in the semiconductor, embedded systems, and defense industries, and extensive experience working on multidisciplinary teams.

I am black belt and have a passion for playing music, hiking, and designing for a sustainable future.

## Education

### Rochester Institute of Technology

GPA: 3.64      2019 - Present  
BS/MS Electrical Engineering with focus in MEMS

### Pope John XXIII HS

GPA: 4.26      2015 - 2019  
MIT Zero Robotics  
Captain FTC Robotics

## Skills

🖨 Altium; Quartus; SPICE; Mentor Graphics; Solidworks; AutoCAD; Excel

🔗 C(++); Python; MATLAB; Assembly; Java;  $\LaTeX$ ; Bash

🔧 Agile Development; Semiconductor Design; Additive Manufacturing; Scanning Electron Microscopy

## Experience

### DEVCOM AC

Armored Vehicle Fire Control Systems  
May 2021 -- Present  
Picatinny Arsenal, NJ

Assist development of next-generation medium caliber gun control systems. Apply knowledge of real-time processing, control systems, and military design requirements. Support obsolescence mitigation for Abrams tanks.

### RIT / NSF

MEMS Device Research  
January 2021 -- Present  
Rochester, NY

Developed novel process flow for manufacturing sensor array of previously unattained sensitivity. Testing to improve current microfluidic models for pumpless cooling of electronics.

### RoNetco

Information and Electronics Technologies  
June 2019 -- September 2020  
Ledgewood, NJ

Designed and documented network room fire suppression system. Drafted AutoCAD drawings for construction. Improved efficiency by automating the transition from Windows 7 to 10.

## Projects

### RISC CPU

Verilog Harvard architecture CPU implemented in hardware on Altera FPGA. Wrote Python assembler for full development stack control.

### MSP430 Oscilloscope

Created a functional portable oscilloscope using Assembly algorithms. Uses capacitive touchpad for input and LEDs and UART for display.

### Mandelbrot Set Render

Efficiently rendered Mandelbrot Fractal in C++ with colorization and vector-mapping. Integrating with custom thread pool.