Caleb Patton

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EDUCATION

University of Nevada, Reno M.S. Mechanical Engineering Jan 2023 – Dec 2024

University of Illinois, Urbana-Champaign B.S. Computer Engineering

Aug 2018 - May 2022

RELEVANT PROJECTS

x86 Operating System – (C)

Spring 2020

GPA: 3.77/4.0

- Implemented Page Tables, System Calls and Keyboard Interrupts for x86 processor using C and x86 Assembly
- Wrote a driver for a custom game controller that displayed elapsed level time and controlled the motion of a player through an RS232 serial port

RISC-V Microprocessor – (SystemVerilog)

Spring 2022

- Designed a custom 5-stage pipelined microprocessor for the RV32IMC ISA using SystemVerilog
- Used SystemVerilog and Modelsim to implement and demonstrate functionality of RV32I ISA

FPGA Arcade Game - (SystemVerilog)

Fall 2020

• Implemented a 'Galaga' style game with multiple levels, enemy AIs and a Boss fight on a DE-10 Lite FPGA

EXPERIENCE

Graduate Research Assistant - University of Nevada, Reno

Jan 2023 - Present

 Aided in the research and development of mapping and localization software for autonomous aircraft

Computer Vision and Robotics Intern - Brunswick Corporation, Champaign, IL

Feb 2021 - Dec 2021

- Optimized performance of C++ code for scientific computing to support autonomous boating simulations
- Used SPI protocol to create a demonstration of the mapping capability of multiple mobile robotics platforms

Software Engineering Intern - Xaptum Inc. Chicago, IL

Jan 2020 - Aug 2020

- Learned Erlang to develop a prototype Anomaly Detection/Notification system
- Detected anomalous connection requests using the Isolation Forest and Logistic Regression Algorithms

TECHNICAL SKILLS

Programming	Software	Manufacturing	CAD
Python	PyTorch	3D Printers (FDM, SLA)	Fusion360
C/C++	Deep Learning	Laser Cutter	NX 12.0
	ROS	Soldering	
	Docker		