Cody Argyle

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▬▬▬ Summary

Highly motivated and hard working Computer Engineer with mechanical experience. Expected graduation spring 2023.

▬▬▬ Education

2017–Current	**Bachelors in Computer Engineering**, *University of Utah*, Salt Lake City, *Expected graduation spring 2023.*
2016-2017	**General Education**, *Utah State University.*
2011-2014	**High School Education**, *Davis High School, Regent Scholar, Congressional Nomination for West Point and Air Force Academies.*

▬▬▬ Experience

2017-Current	**Server/Bartender**, *P.F. Changs/Olive Garden.*
2016-2017	**Solar Sales**, *Brio Energy/Vivint Solar.*
Automotive	**Mechanically inclined**, *excellent with working on large systems with many mechanical components, repaired and restored many automobiles.*
Electric Car	**University of Utah Formula E Racecar Team**, *Tractive Group, Design and build an Electric Formula 1 style racecar, currently simplifying wiring harnesses for monitoring systems, and low voltage systems.*

▬▬▬ Courses

- Computer Science- *Objective Oriented Programming, Introduction to Algorithms and Data Structures, Software Practice, Computer Systems, Digital System Design with respective labs*
- Electrical and Computer Engineering - *Computer Design, Introduction to Circuit Design, Intro to Electric Circuits, Fundamentals of Engineering Electronics, Beginner Soldering, Imbedded Systems with respective labs*
- Math and Physics- *Pre-Calculus, Calculus I, II, III, Physics for Scientists and Engineers I, II, Differential Equations and Linear Algebra*

Projects

- custom PCB for controlling an electric motor - online multiplayer video game using TCP server - excel type spreadsheet with different classes for formulas, evaluating, and cell dependencies - Dynamic memory Allocator - Shell - traffic driving video game using from scratch designed Block-RAM, ALU, Registers, and VGA - data structures such as: binary search tree, hash tables, priority queues
- Senior Project- *starting development of a custom delivery drone able to travel a loaded coordinate map without collision*

Software

- VS Code
- Eclipse
- LT Spice
- Quartus
- Matlab
- Eagle/Fusion

Languages

- C#
- C
- Python
- Java
- Verilog