Colby Haskell

Los Angeles, CA
(207) 542-6348
cchaskel@usc.edu
github.com/colbychaskell

EDUCATION

University of Southern California, Los Angeles, CA —
B.S. Computer Engineering and Computer Science

August 2019 - Expected Dec. 2022

Presidential Scholar, 3.7 GPA
Involvement: Google DSC, Trojan Venture Partners, McCarthy Honors
College

EXPERIENCE

USC Dynamic Robotics and Control Laboratory,
Los Angeles, CA — Research Assistant

August 2020 - January 2021

As a volunteer research assistant, I tested and improved the Gazebo
simulation environment and ROS control software used for
autonomous quadruped robots. I also developed a GUI to control the
simulation and robot parameters with Qt C++.

C.L. Haskell and Son Inc., Stonington, ME — *Assistant
Electrician*

June 2016 - August 2020

As an assistant electrician, I wired homes and commercial buildings,
installed basic electrical components such as lights and outlets,
delivered and installed generators, and installed underground
conduit and wiring

RELEVANT COURSEWORK

EE 301: Linear Systems

**EE 364: Introduction to Probability and Statistics for
Electrical Engineering**

EE 250: Distributed Systems and the Internet of Things

CSCI 104: Data Structures and Object-Oriented Design

SKILLS

Verilog, C++, Python, Java,
Javascript, Qt, SwiftUI, Git,
MATLAB, HTML, CSS

AWARDS

National Merit Scholar
National AP Scholar
USC Presidential Scholar

RECENT PROJECTS

BetterBrews:
IOS app to guide and track coffee
brewing steps for a wide range of
methods. Uses CoreData,
CloudKit, and UserDefaults for
persistence. Available on GitHub
(App Store Pending)

QT Chess:
Chess game created with Qt C++
that features a CPU and drag and
drop user interaction