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| Frank Collebrusco | (512) 963 – 5859  Austin, TX 78756  collebrusco.frank@gmail.com  [collebrus.co](https://collebrus.co/) |

EDUCATION

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| **B.S. in Electrical & Computer Engineering**, University of Texas at Austin Graduated 05/2025  4.0 GPA | Highest Honors  **Courses**: Computer Architecture, Operating Systems, Algorithms, Embedded Systems Lab,  Data Science Lab, Multicore Computing, Software Lab, Compilers, Computer Graphics |

EXPERIENCE

**ICT2 BRINGUP ENGINEER**.......................................................**Apple CoreOS** – Austin, TX | 07/25 –

* <this is in the future> work on bringup firmware, bootloader, DRAM, as new silicon moves from simulator to emulator to dev board to product

**FIRMWARE ENGINEER INTERN**............................**AMD** |Epyc CPU team – Austin, TX | 05/24 – 09/24

* Developed embedded firmware for Epyc CPUs in C & a Zephyr RTOS environment
* Contributed 12 PRs and 4000 lines to firmware, the 4th and 3rd most on the team during my tenure
* Improved emulated FW reset time by >90% by debugging re-executability and enforcing in CI
* Implemented system to extract logs from emulated FW memory and save to CI, saving debug time

**EMBEDDED FIRMWARE ENGINEER INTERN**.................**Enphase Energy** – Austin, TX | 06/23 – 08/23

* Developed safety critical watchdog modules for relay firmware
* Deployed unit testing suite and wrote tests for firmware repository
* Configured emulator to emulate and test native firmware binary
* Fit in and communicated well with global firmware team

**EMBEDDED TEACHER’S ASSISTANT**.................**University of Texas ECE** – Austin, TX | 01/23 – 05/25

* Help students debug their embedded software & hardware (ECE 319K & 445L)
* Earned high reviews from students and was asked to return for multiple semesters

PROJECTS

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| [**FLUID SIMULATOR & RENDERER**](https://github.com/collebrusco/361C-term-project)   * Implemented an FFT based 2D fluid flow solver with C++, CUDA and OpenGL * Wrote the 2D FFTs at the heart of the solver in CUDA to run fast on the GPU * Created an OpenGL renderer so that the fluid can be visualized and interacted with * The GitHub page linked above contains visuals, more details, & build instructions |
| [**FULL PORTFOLIO**](collebrus.co)  See all my latest work here. I’m always working on something gfx, game dev, embedded, audio, etc. |

SKILLS

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| * C, C++, Java, Python * OpenGL, GLSL, GLFW * CUDA * LLVM * Concurrency | * Unix Terminal, Bash * ARM, RISC-V Assembly * Git * Zephyr RTOS * Make, CMake | * Computer Graphics * Unit Testing * Embedded Systems * Debugging * PCB Design |