

David S. McDermott

235 S. Buckhout St. State College, PA 16801
(484) 904-2099

HIGHLIGHTS	Dual major student at Penn State with concentrations in computer architecture and solid state engineering with research experience in semiconductor fabrication process and design for test methodologies. Previously worked at Penn State ARL developing intelligence applications for data ingest and visualization resulting in an active US Secret clearance and at IBM developing Logic Built in Self Test (LBIST) routines for Z series processors on a new test platform with a flexible object oriented interface.		
SKILLS	Programming Languages: Java, C, C++, C#, x86 Assembly, MIPS Assembly Scripting Languages: Python, MATLAB, Shell (Bash), Perl, PHP, Batch Design Tools: Cadence Virtuoso, Autodesk EAGLE, KiCAD, NI Multisim		
EDUCATION	<i>Bachelor of Science</i> Computer Engineering, Electrical Engineering The Pennsylvania State University, University Park, PA College of Engineering & Schreyer Honors College Majors: Computer Engineering, Electrical Engineering	May 2019	GPA: 3.53/4.00
EXPERIENCE	<i>Design for Test and Characterization Intern</i> IBM, z/Systems, Poughkeepsie, NY	May 2018 - Present	
	<ul style="list-style-type: none">• Assisted in migration from single use Perl scripts to object oriented Python• Assisted in development of new chip test platform based on Kintex Ultrascale• Developed CP Logic Built in Self Test routines that ran 40% faster than before• Developed interactive testing and visualization platform for characterization• Identified potential 10% reduction in dynamic power of latches for z/CP Relevant Skills: Python, Jupyter, SQL, Neo4j, Cypher Query, VLSI, VHDL, BIST		
	<i>Visualization Intern</i> The Pennsylvania State University ARL, SEALab, University Park, PA	May 2017 - May 2018	
	<ul style="list-style-type: none">• Supported development for existing visualization applications in an Agile team• Parallelized physics simulation and rendering engines on existing application• Resolved race conditions in scene graph of rendering engine for CAVES• Developed several new data pipelines for databases, blockchains and Excel Relevant Skills: Java, OpenGL, C, SQL, SQLite, Apache Tomcat, Unity 3D, C# Other Information: Active US Secret Clearance		
Projects	<i>4KB SRAM Cache</i> The Pennsylvania State University, CMPEN/EE 416	Fall 2018	
	<ul style="list-style-type: none">• Worked with partner to develop 4KB SRAM Cache using 200nm TSMC process• Developed Python tools to optimize path length & transistor sizing• Completed schematic, layout, and simulation using HSPICE Relevant Skills: VLSI, Cadence Virtuoso, Computer Architecture, Python		
	<i>Wristband Scanner</i> The Pennsylvania State University, HackPSU	Spring 2018 - Present	
	<ul style="list-style-type: none">• Worked with a team of several other students to develop an IOT scanner• Developed C++ abstractions for Arduino to interface with RFID scanner chips• Developing PCB design with multiple micro-controllers and planar antennae Relevant Skills: C++, Arduino, PCB Design, Antenna Design		