**David Landry**

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**Technical Skills**

**Languages:** C, C++, Python, 68k Assembly, Java, C#, Matlab, Verilog, ARM Assembly, HTML, CSS

**Technical Skills:** Embedded system design, testing, and debugging; baremetal microcontroller & firmware programming; hardware architecture; software engineering; digital serial communication (UART/RS232, SPI, I2C); PCB design; soldering; circuit analysis lab tools (logic analyzer, logic probe, oscilloscope); Linux CLI; engineering schematic drafting & reading; development lifecycles (SDLC); version control (git); GNU compiler

**Soft Skills:** Communication, customer service, project management, teamwork

**Education**

**Bachelor of Science in Computer Engineering** December 2019

University of Washington, Bothell; Bothell, WA

* 3.47 cumulative GPA
* Student member of IEEE

**Certificate: Windows/C++ Specialist** June 2017

Edmonds Community College; Lynnwood, WA

* 3.6 GPA overall and 4.0 GPA in each programming class

**Academic and Personal** **Projects**

**Alarm Clock:** Personal Project In progress

* Designing & building a digital alarm clock powered by an ATMEGA 4809 Microcontroller

**ROM Emulator:** Capstone Project, University of Washington, Bothell Completed August 2019

* Led a team of 4 students to design and build a ROM emulator
* Built the circuit board & designed the layout of the hardware components using Express Schematic & PCB
* Designed a PC interface application called Romulator in C# using Windows serial APIs
* Communicated with our industry and faculty representatives as the team’s spokesman
* Managed our group’s schedule and milestones via Gantt charts

**Shakey the Robot:** Embedded Systems, University of Washington, Bothell Completed March 2019

* Designed a self-balancing robot consisting of 3 platforms attached to a pair of wheels in a team of 4
* Programmed an Arduino Uno and a motor drive using the Arduino IDE to control the robot
* Used sensor data to move the wheels forward or backward, keeping the robot upright

**Disassembler:** Computer Architecture, University of Washington, Bothell Completed November 2018

* Designed a program that translates Motorola S-Records into assembly language code in a team of 3
* Used 68k Assembly language to print corresponding opcodes from S-Record data

**FPGA Calculator:** Digital Logic and Design, University of Washington, Bothell Completed November 2018

* Built a state machine with a lab partner that performs 4 arithmetic functions using binary logic
* Designed an FPGA gate array in Verilog from truth tables and K-Maps
* Programmed an ARM Cyclone V FPGA SoC board using Quartus Prime

**Sink the Fleet** Computer Science II, Edmonds Community College Completed March 2016

* Developed a sink-the-fleet game (i.e., Battleship) using C++ in a team of five students
* Programmed a grid system with dynamic memory allocation and file input & output

**Work** **Experience**

**Starbucks Kiosk Senior Barista**, Fred Meyer (Lynnwood, WA) September 2009 to present

* Connected with customers through serving quality handcrafted beverages, creating a warm, inviting environment where our guests feel welcomed, respected, and appreciated, resulting in many repeat customers and increased revenues
* Empowered new baristas to take ownership of creating a positive experience for our guests through coaching and modeling
* Maintained documentation of cleanliness and food safety to keep the kiosk compliant with company and government regulations