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| Nathan Donaldson | nathan.donaldsondrum@gmail.com  (801)833-6605 |

**COMPUTER SKILLS**

**Programing Languages:** •Java • Matlab •C# •C •Verilog •C++ •Kotlin

**Software:** •IDE: Eclipse SDK •Microsoft Visual Studio •MySQL •Platforms: Linux, Windows, Mac •Microsoft Office •ISE •Qt •Keil uVision5 •Android Studio

**Hardware:** •Circuit Design/Analysis and Knowledge of Computer Architecture/Design •STM3270 Discovery Board •Salae Logic Analyzers •Orbcomm Products •FPGA •Stepper Motors

**WORK/EXPERIENCE**

**Firmware Engineer / Software Developer,** **Orbcomm** **March 2017 – Present**

* Android development and testing for our safety products.
* Work with team to ensure goals are met by certain dates for customers.
* Keep work organized on a rally board, while maintaining Agile development.
* Worked on HOS/ELD mandates for government law with trucking companies.
* Helped implement fuel sensor that worked with our products to minimize fuel theft.
* Worked on FOB/RFID readers and how they interact with our products.
* Implemented auto APN switching for our products out in the field to reduce manual labor.

**University of Utah**

*Java Development:*

* Developed a search program (such as Google) using the techniques of paired programming.
* Developed and implemented a mobile online Battleship game application for Android devices.

*C# Development:*

* Developed an Excel-like Spreadsheet program that had various solutions.
* Developed an online 2-player boggle game client with a viewable backend via HTML.

*C++ Development:*

* Developed a sprite editor in Qt with a team of 4 other people with multiple features.
* Developed educational video game teaching physics to elementary students in Qt with a team of 7.

*Circuitry/Hardware:*

* Developed crane game with VGA display, NES controller, and Java compiler using FPGA in a team of 4.
* Developed tilt marble game with STM32F0 gyroscope, using SPI/USART communication in a team of 3.

**EDUCATION**

**AAS**

*Taylorsville, Utah* GPA: 3.091 2009-2011

**BS, Computer Engineering**

*University of Utah, Salt Lake City, UT* GPA: 2.955 2011-2018

**Courses**

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| * CS 3700 - Digital System Design | * ECE 5780 - Embedded Systems | * CS 3505 - Software Practice II |
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| * CS 3710 - Computer Design | * CS 4400 - Computer Systems | * ECE 2280 - Fundamental Eng. Electronics |