Nathan Donaldson

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EDUCATION

BS, Computer Engineering **2011-2018**

University of Utah, Salt Lake City, UT GPA: 2.955

Relevant Courses

- CS5530 - Databases
- ECE 5780 - Embedded Systems
- CS 3505 - Software Practice II
- CS 3710 – Comp. Design

University of Utah Coursework

Java Development:

- Search program (such as Google) using the techniques of paired programming.
- Mobile online Battleship game application for Android devices with functional backend.

C# Development:

- Excel-like Spreadsheet program that had various formulae and dependencies.
- Online 2-player boggle game client with a viewable database via HTML.

C++ Development:

- Sprite editor in Qt with a team of 4 other people with multiple features.
- Educational video game teaching physics to elementary students in Qt with a team of 7.

Circuitry/Hardware:

- Crane game with VGA display, NES controller in Verilog using Java compiler on FPGA in a team of 4.
- Tilt marble game with STM32F0 gyroscope, in C using SPI/USART communication in a team of 3.

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.
- 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.