Evan Ruttenberg

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OBJECTIVE

To apply knowledge of computer engineering principles and gain valuable experience through co-op employment. Available Summer 2022.

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY, Rochester, NY
Bachelor/Master of Science in Computer Engineering, expected May 2024
GPA: 3.79/4.00
Awards: Dean's List Fall 2019 and 2020; RIT Founder's Merit Scholarship; 2019 National Merit Scholarship semi-finalist; AP + PLTW Student Achievement in Engineering
Courses:

Computer Organization	Assembly & Embedded Prog. with Lab
Digital System Design I & II with Lab	Applied Programing in C
Probability and Statistics I	Intro to Software Engineering
Circuits I & II	Discrete Math for Computing
University Physics I & II	Computer Science I & II

SKILLS

Programming Languages: Python, Java, VHDL, ARM Assembly, C, Verilog
Operating Systems: Windows, Mac OS X, Linux, Android
Software: Altera Quartus, ModelSim, Keil uVision, JetBrains IDE, Autodesk Inventor, Zoom, Xilinx Vivado, Microsoft Office, Arduino IDE, Git
Hardware: Oscilloscope, Digital Multimeter, Waveform Generator, Breadboard circuits

PROJECTS/LABS

- **Digital System Design II Lab**: Designed and verified a MIPS processor in VHDL using Xilinx Vivado
- **Software Development**: Worked in a team with 4 others developing an online checkers game using Java with the Spark Web Framework, Freemarker Template Engine and HTML based on demands and requirements from a customer-figure.
- **Digital System Design I Lab**: Built a circuit on a breadboard with IC chips that performed various Boolean expressions simplified using Boolean algebra for different LED outputs.
- **PNNL Co-op:** Worked on using the MLIR framework, CIRCT, TensorFlow and Jax to compile Python code into Verilog
- **Open-source Contributions**: Wrote Java code and Android UI XML to parse names of Magic: The Gathering cards in a deck using regex. Full properties for the cards were retrieved from a SQL database and used to display metrics on the deck.
- **Hobby Projects**: Programed the FRDM-K32L3A6 development board to collect microphone data using mixed C and ARM Assembly Language, 3D printing, FPGA development

EMPLOYMENT

Pacific Northwest National Laboratory Remote – Buffalo, NY July 2021
Worked on establishing a pipeline for compiling Python code into Verilog

VOLUNTEERING

Buffalo Museum of Science Buffalo, NY February 2019
Served as a docent for a LEGO exhibit.

The Foundry Buffalo, NY March 2019
Configured 3D printers to produce handouts to be given out at events.

ACTIVITIES / INTERESTS

Magic: The Gathering, Android modding/development