

## EDUCATION

### University of Washington

Seattle, WA | Expected June 2016

BS in Electrical Engineering

- EE GPA: 3.7
- Concentration: Embedded Systems

Relevant Coursework:

- Java Programming
- Bash Scripting & C Programming
- Embedded Systems
- Computer Networking
- Web Programming
- Circuit Theory
- Signals & Systems
- Digital Circuit Design
- Devices and Circuits

## SKILLS

- Java | C | HTML | CSS | JavaScript
- Git | Verilog | FPGA programming
- Assembly | ModelSim | LTSPICE
- MultiSim | Bash Scripting w/Linux
- Matlab | Analog Circuit Design
- LabView | Digital Circuit Design

## WORK EXPERIENCE

### Hardware Engineering Intern | Honeywell Aerospace (June 2015 – September 2015)

- Work in an agile team of engineers to develop, test, and improve avionics hardware where I partake in the full hardware engineering life cycle.
- Developed and tested a Custom Input/output System using the ARINC 429 communications protocol.
- Performed in circuit tests and system tests on Communication Management Units and Integrated Multi-Mode Receivers and verified the units were fully functional before shipping the product.

### UW EcoCar Engineer (September 2014 – Present)

- Utilizing my knowledge of embedded systems and power electronics, I work in a team of engineers to develop a Chevrolet Camaro into an eco-friendly hybrid vehicle.
- Developing an infotainment platform for vehicles that communicates with vehicle hardware to deliver a cutting edge user experience. (Embedded C and JavaScript)
- Designed an electrical model of the sub-components in the battery pack charging system using Matlab and Simulink.

### Undergraduate Research Assistant | UW EE Department (January 2014 – December 2015)

- Responsible for creating PCB designs using EAGLE CAD, implementing them in lab, and testing circuit boards to see if they perform the intended task using oscilloscopes, DMM's, function generators, and LTSPICE software.
- Developed a Low Dropout Power Regulator from scratch to regulate the power supply to an expensive circuit board. The board is now protected from high voltage, high current, and has reverse current protection.

## PROJECT EXPERIENCE

### FPGA programming:

- Tug of War: Programmed a game where two users can play Tug of War on the FPGA board using buttons and multiple LED's.
- Morse code: Programmed a Morse code translating system that allows the user to input a valid Morse code, and outputs the corresponding alphabet.

### Memory Manager:

- Created a memory management system that implements the Malloc and Free operations in C.

### Bluetooth Controlled Autonomous RoboTank:

- Programmed a TI Stellaris Microcontroller to drive a Bluetooth controlled autonomous tank that fully avoids collisions. (Embedded C)
- Manual Mode: Developed up a Master/Slave model to control the microcontroller to drive the tank via Bluetooth.
- Autonomous Mode: Programmed the tank to move autonomously and avoid all collisions.

### Arduino Wi-Fi Garage Door Opener:

- Implemented from scratch an Arduino system to control my garage door. I hosted a private web page on my local network that I can access to open/close the garage door.

### Link-It! Web App:

- Developed an educational web app game to teach new computer science students the fundamentals of a Data Structure, Linked Lists. (HTML, JS, CSS)