

Elias A. Figueroa

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EDUCATION

Florida International University, Miami, FL

May 2017

- Bachelor of Science in Computer Engineering
 - Concentrations: Data System Software, Embedded Systems, Network Engineering
- Overall GPA: 3.2

RELEVANT COURSEWORK

Courses

- Programming III, Data Structures, Operating System Principles, Embedded Operating Systems, Embedded Computing, Embedded Programming, Net-Centric Computing

Projects

- Implement custom multi-process shell in C
- Kernel modules and device drivers for Linux systems.
- Modifying Linux kernel for IO Scheduling, Memory management.
- TCP FTP Server and Client written in C/C++ with POSIX threading under RFC 959 specifications.

Senior Design

- Worked with team to design and develop a wristband-like 3D gesture recognition peripheral equipped with one Inertial Measurement Unit and several bio-signal sensors.
- Developed communication scheme in C/C++ for transmitting/receiving sensor data from device.
- Developed iOS application in Swift for interfacing iOS devices with our design via Bluetooth Low Energy (BLE) using CoreBluetooth framework to show device output in real-time and simulate user input.

EXTRA – CURRICULAR

Physics Learning Assistant

2015

- Worked closely with Teacher Assistants in tutoring and guiding students through Physics II course and labs.

IEEE FIU Student Chapter

2015 - 2016

- Worked with team on navigation system for IEEE Southeast Con 2016 competition robot.
- Main role was assembling logical circuitry and power management.
- Developed code for interfacing sensors in C/C++ on Raspberry Pi and Arduino.

iOS Development

Since 2015

- Practice with iOS development on XCode in spare time.
- Practice Projects:
 - Engineering Economics calculator (Objective-C)
 - Programming Calculator for converting/operating on different numerical bases (Swift)
 - Simple Paint app (Swift)

SKILLS

Languages

- English – Native, Spanish – Native

Programming:

- Proficient in C, C++, Swift and Java
- Experienced in Objective-C, Python, HTML, CSS, JavaScript, C#, VHDL, MATLAB
- Experienced in UNIX/Linux environment/CLI

Technologies

- XCode, Android Studio, Visual Studio, GitHub, VirtualBox, VMWare, Xilinx ISE, Qt Creator, wxWidgets, Unity, Unreal Engine, GIMP