# Evan Goldman

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**Objective:** To earn a graduate degree in electrical engineering from a reputable US based university. I want to develop my skills in order to participate in the development of robots that can automate menial tasks.

## SKILLS

**Programming Languages:** Experienced with C#, C++, Python, lua, Javascript/html/css
**IDEs:** Microsoft Visual Studio, Visual Studio Code, and TI Code Composer Studio
**Social Media:** Facebook, Instagram, Snapchat
**3D Modeling:** blender

## EDUCATION

BS in Applied Mathematics/Physics
University of California, Riverside (UCR), Riverside, CA — June 2023
Dean's honor roll, Chancellor's honor roll
MS in Electrical Engineering
University of California, Riverside (UCR), Riverside, CA — Expected June 2026

## EXPERIENCE

**Internship and Part-Time Job at Seer, June 2022 - September 2023**

- Developed a customer facing UI for the Hamilton Microlab STAR Liquid Handling System using HTML for front-end and C# for back-end.
- Implemented interactive 2d liquid handler deck setup & checklist using HTML canvas for highlighting and custom drawing of 96 well plates.
- Implemented interactive 3d version of deck setup & checklist using HTML canvas, ThreeJS, and custom models made in blender.
- Implemented a system to display help pages for each screen of the software.
- Implemented an external tool for exporting support logs, which is launched from within the customer facing UI.

**Internship at Fluidigm Corporation, June 2020 - September 2021**

- Enhanced and maintained C# based engineering and manufacturing software for Biomark RT-PCR instrumentation. Fixed 130+ bugs.
- Improved C# based hardware simulation functionality for facilitating off-instrument testing of end user software.
- Used advanced WPF/C# techniques to enhance custom metrology control to view multiple datasets instead of just one dataset at a time.
- Implemented ~10 Python based scripts for performing unit hardware component specification testing including pneumatics, thermal, mechanical, imaging, and barcoding.
- Implemented Python based scripts to recreate runtime errors to enable failure mode testing by disconnecting devices and putting strain on hardware.

- Designed and demonstrated a strategy for automated instrument software testing using SmartBear TestComplete.
- Participated in the software quality assurance effort and performed 100+ test cases over multiple formal software verification testing cycles.

**Projects Completed**

- Completed Elegoo Arduino R3 robotics self-learning course
- Implemented a program in C# and python to reach high scores in Piano Tiles
- Implemented an unbeatable chess bot to automatically play chess on chess.com
- Created multiple programs to automatically perform tasks in various games
- Created a personal website to act as a professional portfolio
- Created a machine learning algorithm to teach a computer to play flappy bird in C++
- Developed multiple Roblox games from scratch, heavily using modular programming

**INTERESTS**

Speed solving Rubik's cube, weightlifting, basketball, volleyball, football, 3D modeling, game development, automation using software.