

Eliot Turner

📞 412-370-6640 — ✉️ eliothannan@gmail.com — 🏠 103 Hoodridge Dr., Pittsburgh, PA — 🔗 [linkedin.com/in/eliot-turner](https://www.linkedin.com/in/eliot-turner)

Summary — Seeking a challenging internship position in the computer engineering field to apply my education to practical use, benefiting the company and furthering my own knowledge and experience.

Education

Virginia Tech University — Bachelor of Engineering in Computer Engineering

Expected Graduation: May 2026 — Current GPA: 3.72/4.0 — Dean's List: 2022-24

Primary Focus: AI and Machine Learning

Relevant Coursework

- Engineering Related: Embedded Systems (C), Computational Engineering (C++), Circuits and Devices (Circuit Analysis/Design), Fund. Digital Systems (Verilog, Assembly)
- Foundational: Linear Algebra, Calculus I-III, Physics I-II, Probability and Statistics for EE
- Currently Taking: Data Structures & Algorithms, Computer Architecture, Digital Design 1, Digital Image Processing

Skills

Languages C, C++, C#, MATLAB, Verilog HDL, R
Environments Visual Studio, CSS, ModelSim, Quartus
Frameworks .NET, Windows Forms

Software SolidWorks, LTspice, MS Office
Testing/Src.Ctrl. Catch2, Unit Testing, Git
General Time Mgmt., Adaptability, Teamwork

Experience

L.B. Foster, Pittsburgh, PA

May 2024 – Aug 2024

Electronics Engineering Intern

Circuit Design

- Designed, prototyped, and tested a circuit and product to be sold commercially.
- Attended meetings and adjusted design to accommodate feedback and adapted to changing requirements
- Documented design, development, and testing process for future record-keeping
- Collaborated with other teams to efficiently get prototypes into the field and update progress

Software Development

- Performed maintenance on and improved software (C#, .NET) used by field service and manufacturing divisions
- Designed and implemented an automatic file versioning system to be added to all C# programs developed by my team
- Developed intuitive interfaces and descriptive documentation to go along with all changes/additions
- Conducted extensive unit testing and documentation for validation of changes

General Software Maintenance

- Conducted regular maintenance/updating of the proprietary monitoring platform at the request of clients
- Communicated with field technicians and domestic/overseas clients to troubleshoot malfunctioning units
- Worked with SIM carriers to troubleshoot issues and ensure connection for all units

Lowe's, Pittsburgh, PA

May 2023 – Aug 2023

Cashier

- Maintained a clean working area for customers and staff
- Helped customers with checking out, finding products, and answering questions
- Worked with team members to meet sales and promotional goals

Projects

Home Audio — Integrated Design Project

Jan 2024 – May 2024

- Worked with a partner to develop a 3-band equalizer and amplifier with simple breadboard components
- Conducted research, development, testing, and documentation independently and with minimal guidance
- Produced a working product which met or exceeded all quality specifications set by the course
- Wrote extensive documentation on the design, calculation, and progress updates weekly

Embedded Systems Games

Jan 2024 – May 2024

- Developed a set of 3 games in C (Rock Paper Scissors, ECE Runners, Reflex Tester) on an embedded testing board
- Communicated with MSP432 board using polling system and interrupts, utilized many new coding strategies
- Used relevant datasheets to independently learn and develop hardware abstraction and utilize board features
- Developed features beyond requirements to add additional functionality, elements, or visual styles to each game