

Enzo Noel

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Summary

Computer engineering student at UNLV with a focus on embedded systems and machine learning. Hands-on experience with Arduino and ESP32, PCB bring-up, sensors, Basic Software, and 3D-printed enclosures. Worked on various electronic hobby projects. Eager to learn and deliver.

Skills

- Languages: C/C++, Basic Python, Basic MATLAB
- Embedded: Arduino, ESP32/ESP-NOW, I2C/SPI/UART, PWM, debouncing, low-power design
- EE: Circuits, op-amps, filters, basic PCB design & rework, soldering (through-hole & SMD)
- Tools: Visual Studio Code, Arduino IDE, KiCad, LTSpice, Tinkercad3D, Basic matlab

Education

University of Nevada, Las Vegas (UNLV) — B.S. Computer Engineering, In progress, Expected to graduate May 2028

Relevant coursework: Circuits I, Calculus 1-3, Digital Logic, Differential Equations, Engineering Economics, Computer Science

Selected Projects

- **Posture Monitor and Shocker (ESP32 + MPU6050 + ESP-NOW):** Calibrates posture baseline, reads and filters user posture angle via accelerometer, triggers a shock to the user when they are slouching via a transistor to simulate a button press on a remote. Implemented hysteresis and cooldown, plus robust state machine and debounced inputs.
- **OLED Lyrics Player Music Box:** Adafruit SSD1306 128×32 display. Non-blocking playback synchronized with song timestamps using millis(). Button/LDR triggers and LED patterns.
- **Various 3D-Printed Housings and Straps:** Designed snap-fit enclosures and adjustable straps for wearables. Tuned infill, walls, and tolerances for durability and print time.
- **AI Sports Betting Prop Model: (Work in Progress)**
Building a prototype machine learning model to predict NFL running back passing receptions/targets. Features include defense coverage type, team pass rate to RBs, weather analysis, and pressure rate. Designed to capture short-pass tendencies under blitz conditions. Will implement data collection, feature engineering, and baseline predictive modeling.

Employment experience

Part-time Roles — Sonic Crew Member, Grocery Store Courtesy Clerk, Sushi Restaurant Busser (Current)

Developed reliability, communication, and teamwork skills, time management while balancing classes, and basic workplace skills/habits.

Extra Skills

Video Editing/VFX – Premiere Pro, Davinci Resolve

