

Frank Lee

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EDUCATION

Carnegie Mellon University <i>M.S. in Electrical and Computer Engineering with Concentration in Embedded Systems</i>	Pittsburgh, Pennsylvania	Graduation date: May 2020 <i>GPA 3.6/4.0</i>
University of California, Davis <i>B.S. in Electrical Engineering with Concentration in Analog and Digital Circuits,</i>	Davis, California	Graduation date: June 2019 <i>GPA 3.4/4.0</i>

WORK EXPERIENCE

Cerebras Systems <i>Embedded Software Engineer</i>	Sunnyvale, California	Jan 2021 – Present
<ul style="list-style-type: none">Working with the system hardware team to develop the embedded software to manage a server systemDeveloping real time embedded code for ARM Cortex-M (STM32)Providing support to communicate with IO-link sensors by reading the spec sheet and writing the code for all the layers of communication from bare metal to microcontroller sensor monitor threadWriting C++ code for a Linux daemon that manages the power sequencing of different boards in the system using gRPC and ZeroMQAdministered the success of an intern as a mentor by delegating interesting – while impactful – tasks, coordinating meetings between relevant parties, and checking in regularly to prevent burnoutsConverted an overly complex Python code into easily readable C++ code while separating testing and production codeDesigned user facing CLI and APIs to be used by the system administrator to interact with the server		
Yinzcam <i>Embedded Systems Engineer Intern / Hardware and Firmware lead (Athletech group)</i>	Pittsburgh, Pennsylvania	May 2020 – July 2020
<ul style="list-style-type: none">Created a proof-of-concept board that can measure biophysical traits in real-time to monitor an athlete's performanceDeveloped a custom PCB with a microcontroller, battery circuits, and 5~6 sensors using Autodesk Eagle while meeting high level functional requirementsDesigned the firmware for an ARM-based microcontroller by configuring the pins to match the required set of peripherals and writing industry-standard embedded C using a modern Integrated Development Environment (IDE)		
Texas Instruments <i>Digital Design Engineer Intern (High Speed Signal Conditioning group)</i>	Santa Clara, California	June 2019 – August 2019
<ul style="list-style-type: none">Designed and verified a Verilog RTL code to be integrated with TI's new PCIe Retimer chipDiscussed with other designers to integrate more features that will be useful to the chip and conducted an in-depth research to analyze chip architecture tradeoffs to ensure spec compliance and superior performance at a competitive cost		
RMI Institute <i>Electrical Engineering Intern</i>	Davis, California	June 2018 – September 2018
<ul style="list-style-type: none">Developed an embedded system design that can convert industrial pressure sensors' digital signal into a data server with visual displays		
OSIsoft <i>Customer Support Engineer Intern</i>	San Leandro, California	June 2017 – September 2017
<ul style="list-style-type: none">Created a system that monitors and visualizes a bus's engine and GPS data by implementing connections between different devices in an unprecedented manner while preventing many accidents during the one year of operationInvited to OSIsoft PI World Conference 2018 to present project at the Academic Symposium (Link to the video)		

SKILLS

- Programming: C/C++, Embedded C, Python, Linux
- Communication Protocols: I2C, SPI, UART, IO-link
- Software Applications: Git, Jira, VS Code
- Characteristics: Fast Learner, Punctual, Determined, Curious, Organized, Helpful, Patient