Hannah Galocy

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SDSU student majoring in Computer Engineering and minoring in Computer Science graduating December 2021.

WORK EXPERIENCE

Nvidia, Santa Clara, CA — *Intern*
Summer of 2018

I helped NVIDIA's performance lab develop scripts and automate various benchmarks on handheld devices. This included GPU and CPU benchmarks to aid in the testing of different mobile devices. These scripts made compiling the resulting benchmark data quick and efficient.

NIWC, San Diego, CA — *Intern*
Nov 2020 - Present

Part of a software development team.

EDUCATION

San Diego State University
AUG 2017 - DEC 2021

Majoring in Computer Engineering and Minoring in Computer Science

Current GPA: 3.44

RELEVANT COURSEWORK

(CompE=Computer Engineering, CS= Computer Science, EE=Electrical Engineering)

CompE 260 — *Data Structures and OOP (C++)*
CompE 271 — *Computer Organization (Arm Assembly and C)*
CompE 361 — Windows Programming
CompE 375 — *Embedded Systems (C)*
CompE 470 — *Digital Circuits (FPGA & Verilog)*
CompE 475 — Microprocessors (MIPS and Verilog)
CompE 496 — Senior Design
Compe 560 —Computer and Data Networks
CS 320 — *Programming Languages (C, C++, Python, Fortran, Scheme)*

EE 210-310 — *Circuit Analysis*
EE 300 — *Computational and Statistical Methods*
EE 330 — *Fundamentals of Eng. Electronics*
EE 410 — Signals and Systems
EE 458 — Analog and Pulse Communication
CS 310 — *Data Structures* (C++ and Java)
CS 570 — Operating Systems
MATH 336 — Math Modeling ®

SKILLS/LANGUAGES

Microsoft Office	Raspberry Pi	Microcontrollers (AVR)
Python	R	C
C++	Java	Arm Assembly
Verilog	Perl	FPGAs (Basys 3)
HTML	Javascript	CSS
Electron.js	Node.js	

ORGANIZATIONS

IEEE
Society of Women Engineers (SWE)
Alpha Phi -Gamma Alpha Chapter at SDSU
Girls Who Code

PROJECTS

Automatic Pet Feeder- (Raspberry Pi with servo)
Square Wave Signal Generator - (555 Timer with LM339 Level Shifter)
Pinball Game - (Programmed in verilog for Basys3 FPGA)