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| **Gerard (Jed) Mijares** | | (812)-217-2160  jed@mijar.es | [linkedin.com/in/g-mijares](https://www.linkedin.com/in/g-mijares/)  [github.com/jedmijares](https://github.com/jedmijares) |
| **EDUCATION** | **University of Kentucky GPA: 4.00/4.00**  *Candidate for B.S. in Computer Engineering Anticipated: Fall 2021* | | |
| **EXPERIENCE** | **Universal Creative Orlando, FL**  *Parkwide Systems Intern Fall 2019 – Present*   * Created and maintained documents with AutoCAD and Excel to facilitate development of parkwide systems including security, audio, and Wi-Fi * Reviewed and annotated drawings prepared by vendors using Bluebeam Revu * Communicated with managers of several disciplines to create an internal specification document outlining over 30 parkwide systems   **Midea America Research Center Louisville, KY**  *Electronics Research and Development Co-op Summer 2018, Summer 2019*   * Programmed in C++ to develop embedded prototypes for home appliances, and added functionality to software written by previous co-ops * Collaborated with software engineers at Midea’s San Jose office to integrate artificial intelligence features to a system through the Nvidia Jetson platform * Prepared and presented training for Midea's mechanical engineering co-ops on Arduino hardware, programming for rapid prototyping, and soldering   **UK Solar Car Team University of Kentucky**  *Electrical Team Member Fall 2017 – Present*   * Electrically designed car’s dashboard and steering wheel, including defining functionality, selecting components, and PCB design with Autodesk EAGLE * Collaborated with team members of various engineering fields to define mechanical constraints and software requirements of electrical systems   **Tau Beta Pi - KY Alpha Chapter University of Kentucky**  *Engineering Peer Tutor Fall 2018*   * Assisted students with engineering and computer science coursework | | |
| **PROJECTS** | [**Handheld Battleship Game**](https://github.com/jedmijares/Battleship-Handheld) **Spring 2019**   * Implemented Battleship on a TI development board in a team of two * Designed and programmed game logic in C, selected and integrated electronic components, and designed and assembled PCBs | | |
| **HONORS**  **AND AWARDS** | **Patterson Scholarship**  A full ride to the University of Kentucky, awarded for National Merit Scholar status  [**Signet Essay Contest Scholarship Winner**](https://www.penguinrandomhouse.com/signet-essay-contest-winner-2017-gerard-mijares/)  $1000 scholarship awarded for an essay written on Shakespeare’s *The Tempest* | | |