Jake Eichinger

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Objective

To obtain another internship position allowing me to gain valuable work experience in a team oriented environment. I desire to gain quality skills that will allow me to take full advantage of my expected double major in both computer engineering and computer science.

Education

B.S. Computer Engineering and B.S. Computer Science, expected Dec. 2017
University of Wisconsin-Madison
Overall GPA: 3.10/4.00 Major GPA: 3.75/4.00
Overall Last Two Semesters: 3.65/4.00

Work Experience

John Deere, *Des Moines, IA* May 2016-Sept 2016
Computer Engineering Intern
• Implemented a new feature for one of their latest iOS products. This consisted of designing a mobile architecture, developing functional documentation, as well as actually implementing the new feature in the application.
• Worked directly with the embedded systems and mobile application teams.
• Skills Obtained: iOS programming(swift), Functional Reactive Programming(ReactiveCocoa), embedded systems practices, Sqlite and Realm database manipulation.

Projects

Obstacle Avoiding Robot Summer 2016
• An Obstacle avoiding robot designed and built from scratch. This robot utilizes ultrasonic sensors to traverse its environment freely.
• Developed an iPhone app that allows the user to either control the robot with an on-screen controller, or command the robot to go into its "Obstacle Avoiding Self Drive" mode.

Light-Up Bean Bag Toss Summer 2016
• A high tech bean bag toss that lights up when a bean bag goes thru one of three holes. Utilizes an Arduino, relays and switches, lasers and photo resistors.

Arduino Quadcopter Drone Summer 2015
• Designed, built, and programmed a drone using multiple Arduinos, wireless transmitters and receivers, a flight controller and an improvised controller from an old RC helicopter.
• Currently working on improving drone for live video feed and GPS navigation.

See website provided at top for older projects and videos.

Activities/Clubs

IEEE September 2015-Present

Internet of Things September 2015-May 2016
• A campus wide club involving the departments of engineering, business, and nursing, coming together to solve problems and make life easier with technology.
• Designed, prototyped, and fabricated an iPhone app to control home accessories via an Arduino.

Robotics Club March 2015-May 2016
• Worked with the software and embedded systems teams.
• Helped with on board power distribution grids and circuit boards, as well as working on image processing in a team environment.