

Education

Bachelor of Science in Electrical Engineering - Expected March 2016

Bachelor of Science in Computer Engineering - Expected March 2016

University of California, Davis with GPA: 3.84/4.00 (Engineering Dean's Honor List, 8 quarters)

Relevant Course Work

- Digital System Design and FPGAs, Analog Circuit Analysis and Design, Device Physics, Electricity and Magnetism, Probabilistic Analysis of Electrical and Computer Systems, Signals and Systems, Embedded Systems.
- Software Development and C/C++ Programming, Discrete Mathematics, Data Structures, Algorithm Design and Analysis, Computer Architecture.
- Technical Writing in Engineering.

Skills

- Use of oscilloscopes, signal generators, spectrum analyzers, multimeters, and logic analyzers to verify circuits.
- Printed circuit EDA (CadSoft Eagle, Kicad) with final assembly and testing of circuit boards.
- Soldering of both through-hole and SMT components with hand tools and oven.
- Hardware description and testing with SPICE (PSPICE, LTSPICE, HSPICE) and Verilog HDL (Altera Quartus).
- Programming in C/C++, MIPS/ARM assembly, MATLAB/Octave, and Bourne shell.
- Embedded system software development for Cypress PSoC, Texas Instruments MSP, Atmel AVR, and ARM Cortex platforms. Familiarity with embedded communication protocols and peripheral devices using device registers and API.
- Development workflow with Git, Make, and platform specific IDEs (e.g. Keil). Familiar with command line environments.
- Typesetting in \LaTeX (this document was written with \LaTeX) and HTML.
- Professional working proficiency in Cantonese Chinese.

Experience and Projects

New Product Introduction Electrical Eng. - Internship at Keysight Technologies (Formerly Agilent Tech.) 2015

- Analyzed and verified power sequencing, reliability, and design of a PXI vector signal generator with SPICE simulations to provide real-time feedback for design engineers.
- Used BASH and Make to optimize the simulation workflow. Created new metrics to quantify simulation credibility and programs to evaluate simulations with those metrics. Wrote documentation for existing and new software.

Electric Vehicle Management Electronics and Telemetry - Senior Design Project 2014 - 2015

- Created a electric vehicle battery management system, which protected cells by monitoring voltage and temperature.
- Built a CAN bus sensor network logger with a Cypress PSoC and wireless telemetry to a desktop application.

Formula SAE Student Electric - Race Car Design Competition 2013 - Present

- The team took 3rd place at the SAE Electric International competition of 2014 in Lincoln, Nebraska.
- Programmed a supervisory control unit for managing power-up, shut-down, driving modes, and emergencies.
- Created a driver dashboard interface with an Atmel AVR for monitoring vehicle information from a CAN bus.
- Developed a KS-108 LCD driver for a dashboard interface with font and geometry rendering.
- Wrote a PNG image to C constant conversion tool to program fonts and images into the dashboard interface.

Proximity Boxes - Maker Faire Project 2015

- Created a modular interactive surface that senses a user's proximity using modulated infrared reflections. The boxes vary the color of the several hundred LEDs on their surfaces to indicate position and proximity of a detected object.
- Used a central MSP430 controller with I²C expanders to manage hundreds of I/O and pulse measurements in real time.

Ludum Dare 28 - 48 Hour Game Development Competition 2013

- Within 48 hours, wrote a sandbox game from scratch about killer bunnies and holy hand grenades using C++ with the Allegro library, and then ported the game from Linux to Windows for cross-platform distribution.