Chuck Konefes

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EDUCATION

The University of Iowa College of Engineering, Iowa City, IA   Summer 2013 - Present
Major: Computer Engineering   Status: Senior
Minor: Computer Science, English   Graduation: May 2016
Focus Areas: Software, Embedded Systems, Computer Hardware   Major GPA: 4.00

TECHNICAL SKILLS

Programming Languages: Java, C, C++, Ruby on Rails, PHP, Verilog, VHDL, HTML
Software/Tools: Eclipse, Quartus, Mathematica, CodeIgniter, Bootstrap

ACADEMIC PROJECTS

Pedal Portal   *Senior Electrical Engineering Design*   *Spring 2016*
- Created a bike-mountable camera array to track and analyze rider behavior
- Streamlined previous design for ease of use and efficiency
- Integrated new software for better analysis and workflow

Backpack Tracker Web App   *Software Engineering Project*   *Spring 2016*
- Built an all-in-one trip planning/social hub
- Generated algorithms to provide smart recommendations based on other users

Temperature Data Web Application   *Prin. of Electrical Engineering Design*   *Fall 2016*
- Directed a team of four students in researching/developing hardware and software
- Implemented an Arduino sensor client with server communication over Ethernet
- Built a web app to track temperature data and provide real-time feedback

Audio AFSK Packet Decoder   *Prin. of Electrical Engineering Design*   *Fall 2016*
- Researched methods and devised hardware to transform audio waveform to NRZI output
- Designed an algorithm to decode NRZI packets with error checking

Health Care Web Application   *Fundamentals of Software Engineering*   *Spring 2015*
- Coordinated a team of three in designing a mock hospital administration system
- Formulated full user profile, search, and appointment scheduling functionalities

Vehicle Back Up Sensor System   *Embedded Systems and Systems Software*   *Spring 2014*
- Constructed from an ATMega88 and sonar range finder to determine distance
- Coded with AVR Assembler using C

WORK EXPERIENCE

Freelance 3D Animator / Motion Graphics Designer   2009-Present
- Coordinated with production teams to streamline the graphics pipeline
- Interacted with clients frequently to obtain requirements and refine the design
- Obtained technical knowledge of models in 3D space and compositing techniques

Video Editor   2008-2013
- Managed technical workflow of input and output files, formats, and codecs
- Crafted narratives from numerous batches of video

PREVIOUS EDUCATION

University of Iowa – Iowa City, IA   B.B.A. – Finance