KEVIN PHAM

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EDUCATION

BS Computer Engineering , San Jose State University   2017-2022
Relevant Coursework: Real Time Embedded Systems, Digital Design, Microprocessor Design

SKILLS

Technical Skills   C, C++ , Git, HTML, Python, FreeRtos, UNIX

EXPERIENCE

Technical Support Engineer   August 2022 - Present
Canon   *San Jose, CA*

- Assist clients with recipe server installation and usage
- Perform diagnostic and routine maintenance on scanner and stepper machines
- Reviewed machine output logs to verify operation

Student Mentor   August 2021 - December 2021
Edlyft   *San Francisco, CA*

- Instructed a cohort of 6 students core CS concepts such as trees, sorting, and linked lists
- Increased student's assessment score by an average of 7.5%
- Prepared coding questions weekly to help students prepare for interviews.

Software Engineer Intern   June 2021 - August 2021
NASA Ames Research Center   *Moffett Field, CA*

- Developed a network simulator to drop packets and generate realistic delays for testing of software in support of air mobility data transmission
- Used NS3 to create a user configurable simulation that generates an animation and output log
- Attended weekly cybersecurity meetings with other interns

PROJECTS

RTOS Mp3 Player — https://github.com/kpham56/146MP3

Utilized FreeRtos to program an mp3 player. Created driver files for Uart, SPI protocol for interfacing SD card, LCD screen and MP3 decoder. Featured volume control, bass and treble control. Utilized powerbank and mechanical switches for computer-free user operation.

Ultrasonic Obstacle Avoidance Car — https://github.com/kpham56/cmpe127proj

Built an obstacle avoiding car by interfacing an ultrasonic sensor mounted on a servo with the TM4C microcontroller. Utilized TIVA to program board.

NS3 LTE Simulation — https://gitlab.com/kpham/NS3Sim/-/tree/main

NS3 Scripts to test LTE connection between several mobile vehicles. User can adjust amount of nodes, towers, packet size, throughput, distance, and mobility speed/pattern. Creates a visual animation that can be viewed frame by frame.