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EDUCATION

09/2019 – present	MEng Electrical and Information Engineering <i>Imperial College London</i>  <ul style="list-style-type: none">• Currently average a 1st in Second Year• Modules of Interest (Y2): Information Processing, Discrete Maths (Complexity Theory in Programming), Control Engineering• Modules of Interest (Y1): Digital Electronics and Computer Architecture, Programming for Engineers (C++)	London, United Kingdom
09/2017 – 06/2019	A Levels <i>St Pauls Catholic College</i>  <ul style="list-style-type: none">• Further Maths - A• Maths - A*• Physics - A	London, United Kingdom

SKILLS



Technical Skills

- C++ / Matlab / Python / Verilog (Advanced)
- C / C# / MIPS & MU0 Assembly / Flex / Bison / Yacc / Lex / Quartus Prime Lite (Intermediate)
- SQL / Python / AWS (Beginner)
- Experienced Working with Github & Bash Scripts


Other Skills

- Good with Physics scripting, Animation, UI in Unity
- Fluent in English and Tagalog

PROFESSIONAL EXPERIENCE

10/2020 – present	Remote Academic Tutoring <i>Mytutor</i>  <ul style="list-style-type: none">• Tutored multiple students in STEM related subjects. Primarily focused on Maths in both A level and GCSEs	London, United Kingdom
07/2018 – 08/2018	Internship <i>OTM Servo</i>  <ul style="list-style-type: none">• Used CAD software to model a specific part of an actuator to get a better idea of model design• Helped with the machinery and assembly of components	Surrey, United Kingdom

PROJECTS

05/2021 – 06/2021	MARS Rover Project <ul style="list-style-type: none">• Combines multiple subsystems in order to make a fully autonomous Rover that can detect objects, send encrypted data to and from a server, and be controlled remotely using distance calculations or remote control• https://github.com/sts219/Debonair
02/2021 – 03/2021	Intel DE10-Lite FPGA Game <ul style="list-style-type: none">• Created a game that can be played remotely using a DE10-Lite board as the controller• Uses TCP/IP, Unity, Quartus, AWS and multiple languages to allow the game to work.• https://github.com/sts219/World_of_DE10s
11/2020 – 12/2020	MIPS CPU <ul style="list-style-type: none">• Created two CPUs that follows the MIPS architecture specification (Revision 3.2). Asynchronous and Synchronous• Avalon compatible memory interface• the Synchronous CPU is built using the Asynchronous CPU and a wrapper• https://github.com/xw2519/ISA-MIPS-coursework 
02/2021 – 03/2021	C to MIPS Compiler <ul style="list-style-type: none">• Lexer designed from scratch, Parser heavily influenced by ANSI C Parser• Uses Flex, Bison, Make and C++ for the contents• https://github.com/kt1719/C-to-MIPS
05/2020 – 06/2020	CPU Architecture <ul style="list-style-type: none">• Created a fully functional CPU in Quartus with its own architecture that is efficient for the specific tasks given in the specification• The CPU has its own Fibonacci, Multiply, Divide and Linked List function on top of the base instruction set created