Olivia Schirm

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EDUCATION

Massachusetts Institute of Technology (GPA: 4.6/5.0) June 2023

Bachelor of Science in Electrical Engineering and Computer Science Cambridge, MA

- **Relevant coursework:** Microcomputer Project Laboratory, Nanoelectronics, Circuits & Electronics, Software Construction, Embedded Systems, Computation Structures, Computational Design and Fabrication, Artificial Intelligence, Introduction to Algorithms, Fundamentals of Programming

INDUSTRY EXPERIENCE

Blizzard Entertainment May 2022 - Aug 2022

Software Engineer Intern Irvine, CA

- Developed new game sites for StarCraft II and Diablo II: Resurrected
- Created shared Pug JS templates to render frequently used web components for sites
- Wrote controller script to host multiple older game sites in one repo connected by Contentstack

AT&T June 2021 - Aug 2021

Software Engineer Intern Dallas, TX (Remote)

- Developed a communication platform to manage and share initiatives between leaders and partners
- Designed an intuitive management system to track developer progress on projects and automate biweekly presentations for project managers

RESEARCH

Fibers@MIT Sept 2022 - Current

Undergraduate Researcher Cambridge, MA

- Implementing communication between DA14531 BLE SoCs for application in health monitoring
- Experience with Keil 5 IDE and debugging using Segger J-Link RTT

MIT Architecture and Computation Group Jan 2021 - April 2021

Undergraduate Researcher Cambridge, MA

- Trained navigation models on Machu Picchu using reinforcement machine learning in Unity
- Translated data from drone footage to be read by machine learning agents using Python scripts

PROJECTS

Pico Arcade August 2022

- Designed a through-hole PCB board with Altium for a Raspberry Pi Pico arcade game
- Strategized routing layout with product design to maximize the player experience
- Developed game scripts in MicroPython, including two-player ping pong and memorization game

Tilty Dude May 2022

- Designed and developed a tilting-based game with PSoC Creator powered by a PSoC 5LP stick
- Wrote I2C library for MPU6050 accelerometer and implemented SPI communication for TFT screen

TEACHING

Fundamentals of Programming Aug 2022 - Current

Lab Assistant Cambridge, MA

- Hosted office hours helping with computational concepts, algorithms, data types, and recursion
- Engaged one-on-one with students to aid in debugging Python assignments

SKILLS

Languages: Python, C, C++, JavaScript, TypeScript, Java, SQL, Assembly, HTML, CSS/SASS

Tools + Platforms: Azure DevOps, AWS, Kubernetes, Git, PSoC Creator, Gulp, Heroku, Contentstack, Jenkins

Software: Visual Studio Code, Jira, Figma, ExpressPCB, Postman, Unity, Altium, Keil 5 IDE

Equipment Knowledge: Oscilloscopes, Multimeters, Soldering, Embedded System Design, PCB Design