Jennifer Marie Plunkett

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EDUCATION

The University of Texas at Austin - *Bachelor of Science, Electrical Engineering*

AUGUST 2013 - MAY 2018

Relevant Courses: Software Design & Implementation I & II, Embedded Systems, Multivariable Calculus, Circuit Theory, Digital Logic Design, Linear Systems & Signals, Competitive Intel. Strategies, Engineering Communications, Software Testing, Requirements Engineering, UX Design, Probability, Algorithms, Software Design Lab, Personal Informatics, Sci. Comp. in Numerical Analysis, Information Security & Privacy, Research Senior Design Project

WORK EXPERIENCE

Arm Holdings - *Internet of Things Intern*

MAY 2017 - PRESENT

- Create C/C++ demos using Arm Mbed OS and Arm Mbed Cloud for embedded devices
- Create/update Mbed OS documentation and tutorials (developer.mbed.org)
- Support the Mbed OS community via ZenDesk, forums, and Q&A

Arm Holdings - *Project Management Intern*

MAY 2016 - AUGUST 2016

- Created/gathered project status reports and information for resource planning
- Updated cross-team communications information and managed quality statistics
- Created and automated team charts, spreadsheets, databases, and management tools
- Assisted with audits of project deliverables and coordination of engineering changes

ServiceNow, The University of Texas at Austin - *Web Developer*

JANUARY 2016 - MAY 2017

- Web developer for the public facing UT IT website (it.utexas.edu)
- Assisted with knowledge management for UT's ServiceNow implementation
- Created templates with HTML, CSS, and AngularJS code for the ServiceNow platform

LEADERSHIP EXPERIENCE

IEEE Computer Society, The University of Texas at Austin - *President*

MAY 2015 - AUGUST 2016

- Facilitated communication with corporate partners
- Coordinated officer meetings, elections, and budgetary meetings
- Supervised officer team to ensure they carry out their duties

SKILLS

- Proficient with Java, C++, HTML, CSS, Node.js, JavaScript, Confluence, JIRA, Git, Mercurial
- Familiar with Visual Basic, Python, AngularJS

ACADEMIC PROJECTS

- Embedded Systems: Created a “space invaders” game using an ARM Cortex-M microcontroller, using FIFO queues, interrupts, I/O drivers, and implemented in C
- Digital Logic Design: Designed an unsigned binary divider, using VHDL subtractors, comparators, and clock signals in Vivado and synthesized on an Artix-7 FPGA