Jennifer M. Plunkett

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EDUCATION

The University of Texas at Austin Expected December 2017
Bachelor of Science, Computer Engineering
(I: Software Engineering, II: Information Studies)

Relevant Courses: Software Design & Implementation I & II (Fall 2016), Embedded Systems, Multivariable Calculus, Circuit Theory, Digital Logic Design, Linear Systems & Signals, Competitive Intel. Resources/Strategies (Fall 2016), Discrete Math (Fall 2016), Engineering Communications (Fall 2016)

WORK EXPERIENCE

Project Management Intern, ARM, Inc. Summer 2016

- Create/gather project status reports and information for resource planning
- Update cross-team communications information and manage quality statistics
- Create and automate team charts, spreadsheets, databases, and management tools
- Assist with internal audit of project deliverables and coordination of engineering changes
- Projects:
  - Created a "Lessons Learned" dynamic document database in Atlassian Confluence
  - Wrote a Visual Basic for Applications macro to manipulate emulator data in Excel

Web Developer, UT IT ServiceNow Spring 2016

- Web developer and programmer for the public facing UT IT website (it.utexas.edu)
- Created website assets and managed/cleaned up existing web content
- Assisted with knowledge management for existing ITS help articles and migrated content into UT's ServiceNow implementation
- Created templates and HTML & CSS code for the ServiceNow platform

LEADERSHIP EXPERIENCE

President, IEEE Computer Society at UT Summer 2015 – Summer 2016

- Facilitated communication with corporate partners
- Coordinated officer meetings, elections, and budgetary meetings
- Supervise officer team to ensure they carry out their duties, assisting them when possible

Secretary, IEEE Computer Society at UT Summer 2014 – Spring 2015

- Facilitated communication between branch leadership and organization membership
- Managed new website, created promotional materials, and refined site design
- Managed documentation from technical talks, general meetings, and social events

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.
- Software Design & Implementation: Created a "fake" programming language interpreter in C++ using Visual Studio. The interpreter translated expressions, variables, and memory structures from the "Blip" language into a readable C++ format.

SKILLS

Proficient with C/C++, Visual Basic, ARM ASM, HTML, Confluence/JIRA, Visual Studio, Vivado
Familiar with Java, JavaScript, Ruby, PHP

ACTIVITIES

Member, Institute of Electrical and Electronics Engineers Fall 2013 – Present
Member, Women in Electrical & Computer Engineering Fall 2013 – Present