Mark L. Hill

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Languages **Tools**

Linux, FreeBSD, OpenBSD, macOS, Android, iOS C, C++, Java, Python, Swift, Objective C, Bash, Makefile git, make, Xcode, vim, bash, iptables, EagleCAD, Buildroot

Education

Aug 2017 -Pursuing B.S. in Electrical Engineering & Computer Science - University of California, Berkeley

Relevant Coursework present

2017 F - CS61A Structure and Interpretation of Computer Programs

2018 S - CS61B Data Structures

2018 S - EE16A Designing Information Devices and Systems I

Projects

Jan 2016 -**July 2017**

Irvine CubeSat

Avionics Team Leader

Led a team of 18 in assembling, testing, and documenting Irvine's first CubeSat: IRVINE01 Used EagleCAD to update the design of an expansion card for connecting solar arrays and propulsion systems

Created a Linux kernel module to control the expansion card and peripherals

Technologies: Linux, C, C++, Buildroot, make, git, bash, EagleCAD

Github Projects: Peripherals Kernel Module, IR01 Root System, IR01 Software

present

June 2017 - Personal Autonomous Quadcopter

Developed drone hardware and software from scratch to learn systems development and control theory

Technologies: C, C++, make, kbuild, git, bash, EagleCAD

Github Projects: Drone

Employment History

Jul 2014 -Aug 2016

Columbia Gorge Softworks iOS Software Developer

Created mobile medical applications to aid the process of diagnosis and generating visit reports

Technologies: Xcode, Swift, Objective C

Awards

Oct 2016

Eagle Scout Rank

Planned, organized, and led a team of 20 in a service project to rebuild and repaint an unsafe wooden handball wall for an elementary school

Technologies: $100^{\circ F}$ heat, water, shade