Morgan Dykshorn

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Expected Graduation: May 2018

OBJECTIVE

Find undergraduate research for the 2017-2018 academic school year

EDUCATION

B.S., Computer Engineering Minor: Computer Science

Virginia Tech, Blacksburg, VA

GPA: 3.71/4.0

University Honors Program, Dean's List all semesters

COMPUTER SKILLS

Operating Systems: Windows 7, 8, 10, Linux (Fedora, Ubuntu), OSX

Software: MS Office, MATLAB/Simulink, Canalyzer, AutoCAD, Creo Parametric, LT Spice,

Altera Quartus

Languages: C++, C, Python, Verilog, MATLAB **Frameworks:** QT, Robot Operating System

WORK EXPERIENCE

Electrical and Electronics Intern, JLG Industries Inc., Hagerstown, MD - Summer 2016

Researched, developed and tested an attachment recognition system for telehandlers

Used proprietary development environment to write and debug embedded C code

• Designed, simulated, and exported control systems using MATLAB and Simulink

Performed root cause failure analysis of caterpillar ECU module in 8D format

• Audited inventory to ensure correct wire harness revisions and count

CAD drafter, MVA LLC, Ashland, VA - Summer 2015

Created and reviewed CAD drawings for various commercial and residential projects

Managed accounting and project planning programs

Measured buildings and produced CAD drawings and 3D models

PROJECTS

Hybrid Electric Vehicle Team Sign and Vehicle Detection, Spring 2016

 Implemented stop sign detection using color conversion, morphological operators and thresholding

 Used stereo vision and a cascade classifier to detect distance to the car immediately in front of the vehicle

Autonomous LIDAR Mapping Robot, Fall 2015

 Designed and implemented an inexpensive 360-degree LIDAR mapping assembly for a small autonomous vehicle

 Programmed robot using C++, python and ROS using a Beaglebone Black as the main computer

Sound Activated LED Strips, Spring 2015

• Implemented a sound spectrum analyzation CMOS using an Arduino for computations

Programmed multiple light patterns using C

Designed and built power supply circuit using MOSFETs and resistors

CLASSES ME 2984 Introduction to Robotics

• Covered basics of robotic systems

 Built and programmed robot using ROS

ECE 3574 Applied Software Design

 Designed distributed multiplayer game with TCP server and client using Qt Framework

ECE 4534 Embedded System Design

 Developed sensor rover for multi robot capture the flag game

 Implemented all functionality on Pic32 using freeRTOS and wireless TCP communication

Sensor rover is solely responsible for game map generation

HONORS & ACTIVITIES

Eta Kappa Nu Honor Society

Director of Fraternity Events, Delta Sigma Phi Fraternity

Let's Code Blacksburg Volunteer

Eagle Scout