Michael Forester Hillendahl

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Firmware Engineer seeking to hone skills in collaborative environment

Scholar	Embedded Developer	Versatile Coder	Human
Univ of Southern Cal	I2C • SPI • Serial • Parallel	C • C++ • Java • JS • OOP	Musician • Performer
BS Electrical Engr	UART • JTAG • GPIO • Drivers	Python • Perl • Ruby	Hiker • Climber
Viterbi School of Engr	Data Structures • Algorithms	HTML • CSS • XML • JSON	Enthusiast • Tinkerer
Class of 2010	ARM • Atmel • Kiel • Altium	VS • C::Blocks • Dev-C++	Brother • Son

Experience

Electronics Engineer at Marshall Electronics Inc (2010-present)
• Bare-metal embedded C for video and ARM processors

Design

Achievements
• Developed, maintained flagship product lines
• Designed feature-set, UI for next generation of devices

Development

• Automated time-intensive tasks, reduced overhead by over 95%
• Accelerated dev team's ability to launch new products

Efficiency

• Increased responsiveness by over 100% by rewriting key algorithms
• Maximized reliability and accuracy of core software components

Research

• Ensured market relevance via competitor and industry research
• Prioritized time/cost efficiency testing software and hardware options

Prototyping

Responsibilities
• Implement chip-level communication (I2C, SPI, parallel)
• Develop and demonstrate example features and UI designs

Implementation

• Write drivers for peripheral components
• Develop custom tools to automate repetitive tasks

Refinement

• Finalize feature/UI design
• Balance value with projected implementation time

Production

• Interface with Testing team, optimize artifact resolution
• Document unit preparation procedures for production team

Support

• Implement new features and hardware for new products
• Implement customer-specific design requests

Projects & Skills

Mobile Dev • Android Phone
• Established multiple dev/testing workflows
• Created various apps for Android device

Web Dev • Chrome Browser
• Designed & implemented Google Chrome extension
• Achieved proficiency with relevant JSON, HTML, and JS

Game Dev • Windows OS
• Languages: C, C++, Java, Ruby, Python, Perl, Batch
• Libraries: SFML, OpenGL, OpenAL

Hands-on
Soldering, Assembly
Woodwork, Metalwork

Equipment
Oscilloscope. Multimeter,
Function Generator

Strengths
Leadership & Teamwork
Motivated & Fast Learner