

Michael Forester Hillendahl

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Firmware Engineer exploring full-time roles in Orange County, CA

Seeking to hone skills alongside peers in collaborative environment.

Scholar

Univ of Southern Cal
BS Electrical Engr
Viterbi School of Engr
Class of 2010

Embedded Developer

I2C • SPI • Serial • Parallel
UART • JTAG • GPIO • Drivers
Data Structures • Algorithms
ARM • Atmel • Kiel • Altium

Versatile Coder

C • C++ • Java • JS • OOP
Python • Perl • Ruby
HTML • CSS • XML • JSON
VS • C::Blocks • Dev-C++

Human

Musician • Performer
Hiker • Climber
Enthusiast • Tinkerer
Brother • Son

Experience

Electronics Engineer at Marshall Electronics Inc (2010-present)

- Bare-metal embedded C for video and ARM processors

Achievements

Design

- 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

Responsibilities

Prototyping

- 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