Michael Forester Hillendahl

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Education	**About Me**	**Proficiencies**
University of Southern California	Engineer and Programmer	C, C++, Java, OOP
B.S., Electrical Engineering	Enthusiast and Tinkerer	Python, Perl, Ruby
Viterbi School of Engineering	Musician and Performer	HTML, CSS, XML, JS, JSON
Class of 2010	Mountaineer and Climber	ARM, Atmel, Kiel, Xilinx

professional experience

Electronics Engineer
Marshall Electronics
2010-present

Primary Role
Embedded Firmware - Research, design, develop, and maintain software projects for flagship product lines in broadcast and prosumer-photography divisions

Achievements

Design
• Rendered digital blueprint for modernized user-interface for premium product line
• Researched and catalogued robust feature-set for next-generation products

Development
• Automated repetitive development tasks, reducing turnaround time by over 95%
• Accelerated development team's ability to bring new products to market

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

Research & Dev
• Ensured market relevance by researching competitors and industry trends
• Prioritized time- and cost-efficiency while testing many software and hardware options

Responsibilities

Prototyping
• Conduct systems integration via embedded C
• Verify capabilities of hardware and software components
• Develop and demonstrate mock-ups for potential features and user-interfaces

Refinement
• Finalize design/feature plan, balancing value with projected implementation time
• Write custom software to automate repetitive/time-intensive tasks

Implementation
• Program embedded microprocessors in C; polish chosen feature-set and UI
• Interface with Testing team (QA) to develop procedures and optimize artifact resolution

Production
• Develop/document unit preparation procedures for testing and production teams

Support
• Implement new features and hardware as new products are released
• Implement customer-specific design requests for existing products at short notice
• Reconfigure firmware for compatibility with newer hardware

personal projects

skills

Mobile Dev

Android Phone
• Established start-to-finish software toolchain
• Created "Hello World" app for Android device

Hands-on
Soldering, Assembly
Wood & Metal Work

Web Dev

Chrome Browser
• Designed & implemented Google Chrome extension
• Achieved proficiency with relevant JSON, HTML, and JS
• Redesigned & reformatted layout for popular website

Equipment
Oscilloscope
Function Generator
Multimeter

Game Dev

Windows OS
• Languages: C, C++, Java, Ruby, Python, Perl, Batch
• Libraries: SFML, OpenGL, OpenAL,
• Environments: Visual Studio, Code::Blocks, Dev-C++, Oracle, Notepad++, EditRocket

Strengths
Leadership & Teamwork
Technical, Detail-Oriented
Motivated & Fast Learner
Passion, Initiative