## Michael Hillendahl

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## **Engineer** seeking opportunity for growth in **Orange County**

Driven to leverage communication and technical aptitude in collaborative role

Software/Firmware

C • C++ • C# • Java

Experience

Research & Development

**Solutions Architect** 

**Process Automation** 

Scholar

USC Viterbi Alum

Efficiency & Optimiza Construction & Deploy Testing & Automatic	ment I2C • SPI • Serial • Parallel SQL & Repositories Acoustics & Dig Audio
Consulting	Computer Architect, Independent (2012-present)  • Designed, sourced, constructed, initialized, maintained custom PC builds
Design	<ul> <li>Interviewed users, analysed use cases, selected appropriate hardware</li> <li>Established budgets, scaled accordingly, made informed sacrifices</li> </ul>
Solutions	<ul><li>Solutions Engineer, Consultant at Laserfiche (2018)</li><li>Constructed, deployed digital solutions for enterprise workflow processes</li></ul>
Architecture	<ul> <li>Researched, developed, launched, supported custom solutions</li> <li>Architected, executed, managed enterprise infrastructure software</li> </ul>
Workflow	<ul> <li>Designed, implemented, customized multi-server system architecture</li> <li>Configured databases, built repositories, managed service accounts</li> </ul>
Pre-Sales	<ul> <li>Conducted interviews with internal personnel and clients</li> <li>Drafted customer-facing statements of work</li> </ul>
Go-Live	<ul> <li>Supported deployment of solutions into live production servers</li> <li>Promoted solution across Dev, QA, Stage, and Prod environments</li> </ul>
Support	<ul> <li>Assisted with daily management of operations of enterprise systems</li> <li>Served as subject matter expert for artifact identification and resolution</li> </ul>
Development	<ul> <li>Electronics Engineer, Developer at Marshall Electronics (2010-2017)</li> <li>Wrote bare metal embedded C for video and ARM processors</li> </ul>
R & D	<ul> <li>Defined product spec, maximized cost/time efficiency of design reqs</li> <li>Adjusted dev plan or spec as necessary when technical issues arose</li> </ul>
Testing	<ul> <li>Drafted, amended strategy outlining iterative testing</li> <li>Investigated, resolved artifacts before product release</li> </ul>
Production	<ul> <li>Managed technical organization of product and firmware releases</li> <li>Conducted streamlining of R&amp;D procedures for Production team</li> </ul>
<b>About Me</b>	<ul> <li>Human - Son, Brother, Partner, Friend</li> <li>Musician, Performer, Hiker, Climber, Enthusiast, Tinkerer, Gamer</li> </ul>

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