## Michael Forester Hillendahl

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## Electronics Engineer seeking full-time role near Orange County, CA

Motivated to leverage technical experience in collaborative role.

Scholar Univ of Southern Cal BS Electrical Engr Viterbi School of Engr Class of 2010	<b>R&amp;D Manager</b> Application Engineering Release Engineering Pre-Sales Engineering Systems Engineering	Technical Speciali C/Java • Python/Perl • H	TML/CSS arallel Drivers	Human  Musician • Performer  Hiker • Climber  Enthusiast • Tinkerer  Son • Brother
Experience	<ul> <li>Electronics Engineer at Marshall Electronics Inc (2010-2017)</li> <li>Managed development, release, and support of flagship platforms</li> </ul>			
Pre-Sales	<ul> <li>Product &amp; Project Management</li> <li>Managed Sales/Engineering coordination to document, implement, and deliver custom-tailored products to high profile customers</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>Rewrote algorithm for project workflow between Engineering and QA</li> <li>Optimized artifact resolution and minimized development time</li> </ul>			
Release	<ul><li>Managed technical organization of product and firmware releases</li><li>Spearheaded related interdepartmental coordination</li></ul>			
Production	<ul> <li>Conducted streamlining of R&amp;D procedures for Production team</li> <li>Managed technical implementation in production environment</li> </ul>			
Firmware	<ul> <li>Technical Achievements &amp; Responsibilities</li> <li>Wrote bare metal embedded C for video and ARM processors</li> <li>Increased responsiveness &gt;100% rewriting key algorithms</li> </ul>			
Design	<ul> <li>Ensured market relevance via competitor and industry research</li> <li>Created feature-set and UI for next generation of devices</li> </ul>			
Efficiency	<ul> <li>Automated panel calibration, reduced overhead by over 95%</li> <li>Accelerated dev team's ability to launch new products</li> </ul>			
Lifecycle	<ul> <li>Adapted platforms for longevity and flexibility over span of years</li> <li>Updated legacy systems for compatibility with next-gen products</li> </ul>			
Projects & Skills	Mobile Dev - Android Pho  Established multiple de  Created various apps for  Web Dev - Chrome Brown  Designed & implement  Achieved proficiency w  Game Dev - Windows OS  Languages: C, C++, Java	v/testing workflows or Android device ser ed Chrome extension ith HTML, JavaScript, etc	Solderin Woodwo <b>Equ</b> Oscillosco <b>St</b>	ands-on ng, Assembly rk, Metalwork  uipment pe, Multimeter  rengths p & Teamwork
	Laliguages. C, CTT, Java	, rytiloli, rell, Nuby	Leauersiii	P & TEATHWOIK

• Libraries: SFML, OpenGL, OpenAL

Apt & Driven Learner