

Michael Forester Hillendahl

mhillendahl.com/resume1.pdf • mf.hillendahl@gmail.com • linkedin.com/in/mhillendahl • Los Angeles, CA

Electronics Engineer seeking full-time role in Southern California

Motivated to leverage technical experience in collaborative role.

Scholar

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

Engineer

Application Engineering
Release Engineering
Pre-Sales Engineering
Systems Engineering

Technical Specialist

C/Java • Python/Perl • HTML/CSS
I2C • SPI • Serial • Parallel
UART • JTAG • GPIO • Drivers
Data Structures • Algorithms

Human

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

Experience

Electronics Engineer at Marshall Electronics Inc (2010-2017)

- Managed development, release, and support of flagship platforms

Product & Project Management

- Managed Sales/Engineering coordination to document, implement, and deliver custom-tailored products to high profile customers

Pre-Sales

R & D

- Defined product spec, maximized cost/time efficiency of design reqs
- Adjusted dev plan or spec as necessary when technical issues arose

Testing

- Rewrote algorithm for project workflow between Engineering and QA
- Optimized artifact resolution and minimized development time

Release

- Managed technical organization of product and firmware releases
- Spearheaded related interdepartmental coordination

Production

- Conducted streamlining of R&D procedures for Production team
- Managed technical implementation in production environment

Technical Achievements & Responsibilities

Firmware

- Wrote bare metal embedded C for video and ARM processors
- Increased responsiveness >100% rewriting key algorithms

Design

- Ensured market relevance via competitor and industry research
- Created feature-set and UI for next generation of devices

Efficiency

- Automated panel calibration, reduced overhead by over 95%
- Accelerated dev team's ability to launch new products

Lifecycle

- Adapted platforms for longevity and flexibility over span of years
- Updated legacy systems for compatibility with next-gen products

Projects

& Skills

Mobile Dev - Android Phone

- Established multiple dev/testing workflows
- Created various apps for Android device

Web Dev - Chrome Browser

- Designed & implemented Chrome extension
- Achieved proficiency with HTML, JavaScript, etc

Game Dev - Windows OS

- Languages: C, C++, Java, Python, Perl, Ruby
- Libraries: SFML, OpenGL, OpenAL

Hands-on

Soldering, Assembly
Woodwork, Metalwork

Equipment

Oscilloscope, Multimeter

Strengths

Leadership & Teamwork
Apt & Driven Learner