

MICHAEL ORSCHELN

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EDUCATION

Bachelor of Science (BS) Computer Engineering

Dec 2024

The University of Alabama, Tuscaloosa, AL

GPA: 3.00/4.00

Minors: Mathematics, Computer Science, Spanish

Relevant Coursework: Digital System Design, Signals and Systems (Signal Processing), Computer Architecture, Data Structures and Algorithms, Microcomputers, Digital Logic, Embedded Systems, Theory of Probability, Linear Algebra

EXPERIENCE

Software Developer, RLS Solutions, Remote

Jul 2024 - Present

- Automate migration process of 650+ products and content management system (CMS) data via Python, GraphQL, and Shopify REST API to eliminate 120+ hours of manual data entry
- Develop web, iOS and Android applications in React JS/Native, collaborating with other developers, focusing on backend integration and user interface component modularity to enhance app functionality

Digital Forensic Intern, Reparior, Remote

May 2023 - Aug 2023

- Analyzed digital evidence, from various devices including 9 different forensic tools, and assembled 2 forensic examination reports for use as admissible evidence in litigation

Project Management Intern, SALTO Systems, Oiartzun, Gipuzkoa, Spain

Jun 2022 - Aug 2022

- Designed onboarding courses delivered to 64 global business units reducing onboard load by 45% thus driving sales performance and growth into new markets
- Aligned cross-functional teams to integrate 3 different product lines, working closely with technical managers from SALTO and Apple Inc. for successful launch of new platforms

Associate Intern, Charter Capital Management, Inc., Boston, MA

May 2021 - Jun 2021

- Developed responsive website with analytical tools resulting in a 152% increase in organic search traffic
- Evaluated real estate investment projects applying comparative and cash flow analysis supporting 10 acquisitions with total valuation of \$233 million
- Reduced market research workload for residential property acquisitions by 75%

PROJECTS

Localization Subsystem Lead, IEEE SoutheastCon Hardware Competition

Aug 2023 - Mar 2024

- Engineered autonomous robot, alongside 4 team members, with ability to complete a series of tasks to send supplies to space
- Integrated localization subsystem in ROS using Arduino microcontroller and processed sensor data using Kalman filter, a mathematical algorithm, for data accuracy within 1 Euler angle for 6 degrees of freedom

Custom Hardware Snake Game, Digital Systems Design

Aug 2023 - Dec 2023

- Implemented custom hardware logic to make a snake game using Verilog on a Basys3 FPGA board with a VGA interface, simulating real-time gameplay mechanics

SKILLS

Software: C++, C, MIPS Assembly, Java, Python, JavaScript, TypeScript, HTML, CSS, Git, MATLAB, Simulink
Microsoft Office (Word, Excel, PowerPoint), Adobe Photoshop

Hardware: Verilog, VHDL, HDL, SPI, I2C, UART, RTOS, Xilinx Vivado, Cadence PSpice, FPGA, ASIC, SoC, ARM

Frameworks: React, React Native, Chakra-UI, NextJS, TailwindCSS

OS: MacOS, iOS, Windows, Linux, Unix, Kali Linux, RTOS, Robotic Operating System (ROS)

Tools: Oscilloscope, Multimeter, Spectrum Analyzer, Soldering Iron

Languages: English (Native), Spanish (Professional)

ADDITIONAL INFORMATION

Honors: President's List, UA Scholar

Leadership: UA Men's Club Soccer Team Captain