

MANAS TANNEERU

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OBJECTIVE

Junior in Computer Engineering looking for internship opportunities in the fields of Computer Architecture, RTL and ASIC Design, and digital logic design to enhance my skills.

EDUCATION

Purdue University – West Lafayette, IN

May 2023

Bachelor of Science in Computer Engineering

EXPERIENCE

Undergraduate Teaching Assistant

January 2021 – Present

Electrical Engineering Fundamentals I – ECE 20001

- Guided students for 3 semesters, to help them master the fundamentals of complex circuit analysis.
- Assisted in creation of exams and questions using \LaTeX while supporting course logistical systems.

Boiler Gold Rush Orientation Program

November 2020 – August 2021

Team Supervisor

- Mentored and Guided 10 Team Leaders, so that they are prepared to help new incoming students get accustomed to Purdue University.
- Managed difficult problems pertaining to team management and logistics, while guiding Team Leaders.

Externship at AT&T

June 2020 – July 2020

- Acquired skills pertaining to Mobile Telecommunications, Cybersecurity and Personal Development.
- Earned a batch by completing entry-level training in human resources, finance, advertising, media and technology, communication, and leadership.

COURSEWORK

- **ASIC Design Laboratory(ECE 337)** : Used *System Verilog* to make synthesizable designs of hardware. Created exhaustive test benches and implemented tested designs using ModelSim. Created RTL diagrams of complex circuits like a USB receiver, while reducing the area of the synthesized circuit.
- **Microprocessor Systems and Interfacing (ECE 362)**: Worked on ARM Cortex-M0, coding in Assembly Language for the CPU to keep track of registers. Advanced to Timer modules, and an Embedded System Design Project in Embedded C.
- **Data Structures and Algorithms (ECE 368)** : Solved Complex Engineering problems by implementing intricate algorithms and DS. Analyzed Genome Sequences.

PROJECTS

Maze Runner Game | *Embedded C, STM32*

Fall 2021

- Used various peripherals of the Cortex-M0 to create a fully functional Maze game.
- Used protocols like I2C, SPI, GPIO, and interrupts, to interact with buttons, an LCD and a SD card Reader.

Signal Delay of RC Tree | *C*

Summer 2021

- Developed an Algorithm to calculate signal delay of a RC tree, with each node keeping track of previous values as well.
- Processed input and decoded it to suit the program.

Self-Balancing AVL Tress | *C*

Summer 2021

- Developed an Algorithm that took care of multiple aspects of the problem including building a tree, balancing a tree and checking if AVL or not.
- Verified applications of various complex self made Data Structures.

TECHNICAL SKILLS

Languages: C | System Verilog | Python | x86 and ARM Assembly | C++ | JavaScript | \LaTeX

Developer Tools: ModelSim | VS Code | Android Studio

Technologies/Frameworks: Linux | Git

CERTIFICATIONS

Goldman Sachs

January 2021

Engineering Virtual Program

- Cracked leaked password database.