

Adam Schultzer

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OBJECTIVE

Seeking a Co-op position in Computer Engineering from June – December 2025

EDUCATION: Rochester Institute of Technology, Rochester, NY

GPA: 3.98

- Bachelor/Master of Science, Computer Engineering, May 2027
- Expected Minor: Quantum Information Science and Technology

EXPERIENCE

Controls Engineering Intern/Research, Brookhaven National Laboratory, Upton, NY

Jun - Aug 2024

- Developed EPICS-based control drivers for the BioLogic VSP-300 potentiostat/galvanostat
- Created driver currently in use at beamlines at the NSLS II to increase experiment efficiency by entirely eliminating a manual step in the process of using the device
- Used C++, Python, and the Experimental Physics and Industrial Control System (EPICS) framework to develop an efficient and consistent interface with the VSP-300

PROJECTS

Full Stack Development: Sledge.net

Jul 2022 - Present

- Created appointment and reservation system backend with Java and SQL to assist in tutoring schedules
- Implemented custom account system with SQL to allow personalization of profiles and experience
- Plan to develop solution to assist students in planning class schedules as well as future course loads and calendar

Graphics Programming: Multiple Game Projects using OpenGL

Jul 2020 - Present

- Created WebGL game to gain understanding of web-based graphics programming with TypeScript Jul 2024
- Created multiplayer game with random terrain to learn about marching cubes meshes Oct 2020
- Programmed VR engine using C++ to gain a better understanding of VR technologies and C++ Jul 2020

FPGA Programming: Basic Video Card

Feb 2023

- Programmed a Verilog HDL program to learn about FPGA programming
- Created a VGA output with 2-bit color to learn about VGA signaling and DAC circuits

SKILLS

Computing: HDL Programming, Timing and Serial Communication, Memory Hierarchy, Computer Architecture, Hardware-Software Interfaces, Embedded Systems, Network Protocols and Protocol Stacks, Image Processing, Robotics

Programming Languages: Java, C/C++, C#, Arm Assembly, VHDL, SQL, Python, Verilog

Web Technologies/Languages: WebSockets, HTML, CSS, TypeScript, JavaScript, Nginx

Software: Eclipse, ModelSim, VSCode, Keil uVision, Quartus, LTSpice, LaTeX

Hardware: Arm Cortex M0+, FPGAs, Breadboard & Arduino Circuits, Oscilloscope, Signal Generator

COURSES

Intro to Software Engineering
Interface and Digital Electronics

Assembly & Embedded Programming
Digital Systems Design I + II

Applied C Programming
Circuits I + II

LEADERSHIP AND ACTIVITIES

New Student Orientation, RIT, Orientation Leader

Aug 2024

Engineering House, RIT, Project Lead

Aug 2023 - Present

Brick City Singers, RIT, Treasurer and Section Lead

Sept 2023 - Present

SPEX (Space Exploration Club), RIT, Team Lead

Sept 2023 - Present

FRC Team 287, William Floyd High School, Programming Lead/Mentor

Sept 2019 - Present