

# Oliver Fishstein

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Availability: January – June 2017

973-525-2625

## EDUCATION

**Northeastern University, Boston, MA**

**May 2018**

**Candidate for B.S. in Computer Engineering and Computer Science**

**GPA: 3.84**

*Relevant Courses:* Logic and Computation, Computer Systems, Fund. of Engineering Algorithms, Fund. of Digital Logic & Computer Organization, Object Oriented Design, Fund. of Networks, Discrete Structures, Embedded Design and Enabling Robotics, Circuits and Signals, Differential Equations and Linear Algebra, Honors Engineering Problem Solving with Computation, Engineering Design

*Honors:* Eta Kappa Nu, Dean's List, University Honors Program, National Hispanic Scholar, Civil Engagement Program

*Activities:* EWB Student Chapter, Husky Ambassadors (tour guide), IEEE Student Chapter, Intro to Engineering Peer Mentor

## SKILLS AND INTERESTS

*Software:* Microsoft Office, PSpice, Simulink, Realterm, GIT, SVN, JIRA, Photoshop, Sketch, AutoCAD, and Solidworks.

*Operating Systems:* OSX, Windows, and Linux.

*Equipment:* Oscilloscope, Multimeter, Breadboard, ZedBoard.

*Languages:* Java, Python, MATLAB, C/C++, and OpenCL. Familiar with Racket, Swift, HTML5/CSS3, and JS.

*Other skills/interests:* Rock climbing, snowboarding, gaming, music, and bicycles.

## ENGINEERING EXPERIENCE

**Flex**

**Milpitas, CA**

**Software Engineering Co-op**

**January - June 2016**

- Solo-designed and developed a comprehensive Android app for a BLE-enabled IoT device for an automotive customer.
- Developed a synchronization method for ad-hoc wireless networks that is currently patent pending.
- Led an extensive study on emerging and established facial recognition and crowd analytics platforms.
- Designed Android applications that integrated external facial recognition and crowd analytics APIs.
- Participated in UI/UX studies and design discussions for an internal employee review mobile app.

**iRobot**

**Bedford, MA**

**Software Engineering Intern**

**January - June 2015**

- Applied agile methodology with a team of 5 engineers to develop and prototype features for a new floor-care robot.
- Developed software utilities, diagnostic firmware features, bug fixes, and unit tests in Python and embedded C.
- Collected data for machine learning applications and developed MATLAB functions for post-processing of data.
- Designed a Roomba exhibit for the Museum of Science and Industry in Chicago with outside vendors as software lead.

**Northeastern University Computer Architecture Research Group**

**Boston, MA**

**Research Assistant**

**September 2014 - January 2015**

- Researched parallel computing with GPUs, the GPU memory model, and GPGPU in relation to transactional memory instruction sets to develop a new abort instruction for the Multi2Sim model of the AMD Southern Islands GPU.
- Developed a genetic algorithm based off of the Knapsack Problem in OpenCL to test the transactional memory instructions.
- Communicated effectively with a scholar abroad to complete research.

## LEADERSHIP EXPERIENCE

**Engineers Without Borders - Northeastern University Student Chapter**

**Boston, MA**

**Panama Program Director**

**September 2013 - December 2015**

- Founded the Panama Program and its first project in the community of Las Delicias, Panama.
- Oversaw program meetings, budgeting, technical reports, and communications with the community, NGO, and EWB-USA.
- Implemented strategies for project growth, future design, budgeting, and grant acquisition.
- Conducted a field study of the community to develop a water distribution system design and establish new water sources.