

Osaze Y. Shears

COMPUTER HARDWARE ENGINEER

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Objective

To design and implement leading systems in the fields of machine learning, application-specific integrated circuit design and microprocessor technology.

Education

George Mason University, Fairfax, Virginia

GPA: 3.97

B.S. IN COMPUTER ENGINEERING

Expected Graduation Date: May 2018

- Coursework included work with digital circuit design, operating system concepts and microprocessors

Technical Skills

Languages VHDL, Verilog, Python, C/C++, Java, Swift, MATLAB

Software Xilinx Vivado, Xcode, PSpice, Adobe Illustrator, Adobe Photoshop, Android Studio

Work Experience

Electrical and Computer Engineering Department (George Mason University)

Fairfax, Virginia

LEARNING ASSISTANT

Aug. 2017 - Present

- Taught undergraduate students critical digital circuit design principles, including binary arithmetic, sequential logic, and VHDL
- Provided in-class assistance to over 80 students in ECE 331: Digital System Design
- Supported over 40 students across two ECE 332: Digital Electronics and Logic Design Lab sections

Volgenau School of Engineering (George Mason University)

Fairfax, Virginia

PEER MENTOR (TUTOR)

Aug. 2015 - Present

- Provided tutoring assistance in Computer Science, Electrical & Computer Engineering, Mathematics and Physics
- Participated in several George Mason University tabling sessions to talk with hundreds of students about Computer Engineering

BAE Systems

Manassas, Virginia

ASIC DESIGN INTERN

May 2017 - Aug. 2017

- Developed VHDL and Verilog template files to automate the integration of memory built-in self-test (MBIST) hardware into a design
- Created thorough documentation to detail the MBIST generation and integration process for application specific integrated circuits
- Presented project deliverables to an audience of 30 Electrical & Computer Engineering professionals

Projects

George Mason University

Fairfax, Virginia

ROBOTIC EYE USING ARTIFICIAL MUSCLES

Aug. 2017 - Present

- Worked in a team of six students to develop a novel robotic eye using fishing line as artificial muscles
- Researched approaches to dynamic image stabilization and 3D image tracking using C, Python and the OpenCV library

George Mason University

Fairfax, Virginia

REAL ESTATE PRICE PREDICTION USING MACHINE LEARNING

Jan. 2017 - May 2017

- Researched the correlation between real estate characteristics and their rent prices for over 10,000 residences across Virginia
- Developed data processing and filtering algorithms in Java and the Weka 3 GUI
- Trained six machine learning algorithms from the Weka 3 Java library to predict real estate rent prices with up to 90% accuracy

George Mason University

Fairfax, Virginia

SINGLE-CYCLE MIPS PROCESSOR USING VHDL

Jan. 2017 - May 2017

- Developed a 32-bit, single-cycle MIPS-based processor in the Xilinx ISE using VHDL
- Implemented hardware functionality to support nearly 30 instructions from the MIPS instruction set architecture
- Deployed the processor design to a Basys 2 field programmable gate array (FPGA)