

Garrett Phillips

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SUMMARY

Utilize leadership, interpersonal, and communication skills to gain valuable technical and professional work experience through software-oriented problem-solving opportunities.

EDUCATION

Purdue University, West Lafayette, IN

Expected Graduation - December 2025

- GPA: Major – 3.93, Overall - 3.79
- Senior pursuing **Master of Science in Computer Engineering**.
- Achieved Semester Honors and Dean's List every semester.

EXPERIENCE

Electrical and Computer Engineering Intern

Delta ModTech, Ramsey, MN

May 2022 - August 2022

- Assembled mechanical and electrical components of a highly complex, \$1,000,000 laser die-cutting system per customer requirements through effective communication and collaboration with engineers, technicians, and professional writing personnel.
- Tested functionality of product through PLC programming and troubleshoot unexpected results to achieve a 99% functionality rating.
- Integrated a prototype sub-assembly, including creation and documentation of electrical schematics, into an established laser die-cutting system to decrease the error margin of the laser head during operation at high material speeds.
- Navigated a fast-paced and intimate work setting with a collaborative attitude.

Alternative Formats Staff

Purdue University, Disability Resource Center, West Lafayette, IN

March 2022 - May 2023

- Translated hundreds of coursework materials from English to Braille for Purdue students with visual impairments.
- Acquired material from professors, performed translation, then distributed braille content to select students within a timely manner.

Soccer Referee

Minnesota Youth Soccer Association, Minneapolis, MN

May 2015 - August 2021

- Refereed recreational, competitive, and select soccer clubs in the Minneapolis district of male and female athletes, ages 8-19.
- Enforced rules, structure, and order in high-stress situations and maintained professionalism when engaging with coaches and players.
- Recollection of both MYSA standard and tournament-specific game regulations and protocols during 90-minute playtime duration.

COURSEWORK

Data Structures and Algorithms in C

Skill used: Creative thinking

ECE 36800 - Spring 2023

Unique implementations of trees, stacks, graphs, linked-lists, sorting and hashing algorithms, as well as other structures, and algorithms to complete complex, time-intensive problems.

Python for Data Science

Skill used: Independent learning

ECE 20875 - Spring 2023

Researched built in Python functions and imports to explore optimized solutions to problems using Natural Language Processing, K-Nearest Neighbor, Multilayer Perceptron neural networks, Matplotlib, NumPy, and Sklearn.

Introduction to Digital System Design

Skill used: Problem-solving

ECE 27000 - Spring 2023

Creation of hardware and compatible software systems to complete a desired physical outcome using an FPGA board.

Advanced C Programming

Skill used: Time management

ECE 26400 - Fall 2022

Completion of projects by breaking down assignments into quantifiable tasks. Final project: Huffman Coding file compression algorithm.

INVOLVEMENT

Peer Mentor

Purdue University, Academic Support Mentoring Program

January 2023 - May 2023

- Voluntarily mentored first-year engineering students on academic probation.
- Provided assistance with academic support, campus resources, time-management skills, and choice of major.

TECHNICAL SKILLS

C Programming, Python, Git, Large Data Analysis, HTML/CSS, SQLite, Microsoft Excel/Office, Visual Studio, Verilog, MATLAB