

> **Robin Prillwitz**

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github.com/playduck



*Interdisciplinary Computer Engineer, embedded programmer,
frontend developer and hardware designer.*

Education

Deggendorf Institute of Technology

B.Eng. Applied Computer Science
Current grade average 1.6 (~3.4 GPA equivalent)
Focus on embedded systems

Oct. 2019
expected March 2023
Deggendorf, Bavaria

Karl von Closen Gymnasium

University entrance qualification

2011 - 2019
Eggenfelden, Bavaria

Experience

Project laboratory for hardware-related digitization

Student Assistant

- Design and development of internal software tools for data analysis using Python and Qt
- Build a web app to remote control an embedded system over websockets using NodeJs
- Supervised and assisted in the PCB Design of a digital measurement device

Haas Fertigbau

Specialist for system integration Internship

- Gained Insight into Enterprise IT Systems

since March 2020
Deggendorf, Bavaria

March 2018
Falkenberg, Bavaria

Projects

esp32-bluetooth-dsp

Bluetooth Audio receiver on an ESP32

- Implemented Bluetooth A2DP Stack and modified audio data using various DSP algorithms
- Designed and buildt hardware to interface with an external ADC and DAC

github.com/playduck/esp32-bluetooth-dsp

CSViewer

Python GUI to visualize and modify .csv files

- Programmed cross-platform UI application from scratch using Qt
- Optimized performance to display and modify large data-sets

github.com/playduck/CSViewer

Skills

Programming: C, C++, Python, JavaScript, Java, SQL, Bash, QML, MATLAB

Software: Unix, Git, Qt, esp-idf, Altium Designer, Autodesk Eagle, LTSpice, Photoshop, Illustrator

Hardware: ESP32, ESP8266, ATmega, ARM Cortex, Oscilloscopes, Multimeters

Languages: German (Native), English (C1)