

Patrick Landers

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Objective

To obtain an Internship or Co-op in the fields of Computer Engineering, Electrical Engineering or Computer Science.

Skills

Languages: C,C++, Java, VHDL, Python, Assembly, Javascript, CSS, HTML

OS: Windows, Mac, and Linux

Software: Altera Quartus, ModelSim, MultiSim, Autodesk Inventor, WordPress, Microsoft RDP

Hardware: Oscilloscope, Digital Multimeter, Function Generator

Experience

Rochester Institute of Technology/ Assistant PC Systems Administrator

January 2017 - May 2017

Managed faculty computers through SCCM and Active Directory.

Brooklyn Technical High School/ Information Technology

April 2014 - August 2014

Maintenanced school computers, configured computers hardware and software to schools standards.

Education

Rochester Institute of Technology /Bachelor of Science in Computer Engineering, expected June 2019

Courses

Digital System Design I,II

Circuits I,II

Assembly Language

Computer Organization

Computer Science I,II

Software Engineering

Digital Signal Processing

Applied Programming

Electronics I

Projects/Labs

Assembly Language Lab

Used an ARM processor and assembly language to perform various tasks such as ciphering/deciphering a message, and a game that involved lighting LEDs on a circuit board. The processor would interact with computers through Putty.

Software Engineering

Worked in a team of four developing a website using Django. The purpose of the website was to allow patients and staff of multiple hospitals to interact with each other, such as creating appointments or seeing test results.

Extra Curricular

Web Development

Spent time during the summer learning Javascript, CSS and HTML. Developed my personal website through GitHub and a business's website through WordPress.

Stat Tracker

Kept track of wins and losses of computer games played and graphed them using Python3 and Plotly.

