Patrick Landers

Permanent
623 90th St
Brooklyn, NY 11228

Temporary
50 Colony Manor Drive
Rochester, NY 14623

Contact Info
347-967-8457
pxl9588@g.rit.edu

Objective

Further hone my skills in the fields of Computer, Electrical and Software Engineering through co-op opportunities. I would like to find a co-op that challenges me and piques my interests so I may demonstrate my current skillset while also improving upon it.

Skills

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

OS: Windows, Mac, and Linux

Software: Altera Quartus, ModelSim, MultiSim, Autodesk Inventor, WordPress, Microsoft RDP, LaTex, Xcode, Unity, Excel, Git

Hardware: Oscilloscope, Digital Multimeter, Function Generator, Breadboard

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 l,ll	Circuits l,ll	Assembly Language Programming
Computer Organization	Computer Science l,ll	Software Engineering
Digital Signal Processing	Applied Programming	Electronics l

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.