QUINTEN RIVERS

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Education

B.S. IN COMPUTER ENGINEERING | DECEMBER 2020 | UNIVERSITY OF FLORIDA

- 3.58 GPA
- Programming Fundamentals 2
- Digital Logic and Computer Systems
- Applications of Discrete Structures

Skills & Abilities

- Object-Oriented Programming
- Java and C++
- HTML5 and CSS3
- Bootstrap
- Git and Github
- Digital Design and VHDL

Experience

IP DESIGN INTERN | INTEL CORPORATION | MAY 2018-PRESENT

- Working with logic design at the register transfer level
- Analyzing circuit simulations to study characteristics

WEBMASTER | NSBE GATOR CHAPTER | APRIL 2018-PRESENT

- Responsible for maintaining and updating the NSBE Gator Chapter website
- Teaching Hacktivist members fundamentals of programming
- Leading Hackathon teams comprised of NSBE members

SECRETARY | AUDIO ENGINEERING SOCIETY AT UF | APRIL 2017-APRIL 2018

- Started a design team to participate in international projects at the AES Conferences
- Grew member count by 62.5% through diverse and aggressive marketing strategies
- Increased yearly retention rate from 23% last year to 58% currently

FIELD ENGINEERING INTERN | HUBBARD CONSTRUCTION COMPANY | MAY 2017-AUGUST 2017

- Managed five construction crews at the Disney Hollywood Studio's back of house project
- Contacted distributors for materials and tools needed for the project
- Created protocols to effectively track procurements and progress putting us four weeks ahead of schedule

Projects

4-BIT CENTRAL PROCESSING UNIT IN QUARTUS II/VHDL

- Can carry out four operations: complement, bit-wise AND, bit-wise OR, and sum
- Used SSI and MSI elements to build an ALU and registers to form a CPU
- Programmed ROM in a MIF file to provide operation codes to the CPU to carry out various functions

MEMORY MANAGEMENT SIMULATION IN C++

- Utilizes linked lists and best-fit/worst-fit algorithms that acts like an OS managing its memory
- Allows users to add or kill programs and fragment memory

PACMAN EMULATOR GHOST A.I. IN JAVA

- We were responsible for designing the best possible behaviors for the ghost to minimize scores
- A.I. and player-controlled Pacman on average did not score higher than 5500 points over 100 trials