RAINGSEY TEVY

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SUMMARY OF QUALIFICATIONS

Electrical and Computer Engineering student with hands-on experience in robotics, electronics, custom PCB design, and 3D modeling. Experienced in applying programming and hardware knowledge to robotics and human-centered research projects, with strong interests in industry applications.

Relevant Coursework: Computer Programming, Calculus Series, Differential Equations, Linear Algebra, Engineering Physics Series, Electrical Circuits, Digital Circuits and Systems

Certification: CITI Program – Human Subjects Research (June 2025)

EDUCATION

Associate of Science, Pre-Engineering June 2025
XX College, Seattle, WA

Bachelor of Science, Electrical and Computer Engineering June 2027
University of Washington, Seattle, WA

TECHNICAL SKILLS

Electronics/Circuit Design: Analog circuit analysis, operational amplifiers, Kirchhoff's laws, soldering, circuit simulation, sensor integration, custom PCB design

Digital & Embedded Systems: Digital logic design, combinational and sequential circuits, Boolean algebra, ALU and memory, programmable logic devices, SystemVerilog, FPGA

Robotics & CAD: Microcontroller programming, PID control, 3D modeling (Fusion 360), 3D printing

Programming: Python, Java, object-oriented programming, data structures, file I/O, data visualization

WORK EXPERIENCE

XX College, Seattle, WA: Peer Mentor (10 hours/week) September 2024 – June 2025

- Mentor a cohort of 6-8 engineering students, supporting in their academic and personal development
- Assisted in recruiting 25+ new members at various club and resource fairs
- Co-Facilitate 2-3 Community Building Events each Quarter
- Reached out to and collaborated with other campus partners and student groups

PROJECTS

Line-Reading Robot Fall 2025
Autonomous line-following robot integrating a custom PCB, Arduino-based embedded code, and a 3D-printed chassis

- Integrated sensors and control logic to enable real-time line detection and navigation
- Developed embedded software to interface with hardware components and respond to sensor input

Robotic Arm Project (UW Human-Centered Robotics Lab) April 2025 – September 2025
Design a robotic arm with a phone holder as an end-effector for people with upper-limb mobility impairments

- Designed and iterated a 3D mechanical prototype using Fusion 360, focusing on usability and stability
- Evaluated multiple physical designs to improve ergonomics and mechanical feasibility
- Incorporated human-centered design considerations within a collaborative research lab environment

Fractal Trees Generator (Java) Fall 2024
Interactive graphical application for procedural generation and visualization of fractal tree structures using Java Swing

- Applied mathematical modeling to compute recursive structures, angles, and scaling behavior
- Implemented a responsive GUI using the observer design pattern to support real-time user interaction

LEADERSHIP AND VOLUNTEER EXPERIENCE

XX Neighborhood Association, Seattle, WA: Volunteer September 2024 - Ongoing

- Helped elderly neighbors with caring for their garden, pulling weeds, planting seeds, etc.

College Computer Science Club, Seattle, WA: Member January 2024 – June 2025