

Logan Bryant

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Objective: To obtain a full-time position in the field of embedded systems, FPGA engineering, software or front-end development

Education: **Bachelor of Science in Computer Engineering** May 2023
Rose-Hulman Institute of Technology | Terre Haute, IN | Minor in Computer Science GPA: 3.46

Related courses: IoT, Advanced Dig Design & Verilog, Embedded Systems, Data Structures and Algorithms, OS, Computer Networks, Object-Oriented Programming, Communication Networks, Computer Architecture, Intro Web Dev, Continuous-Time Signals, Linear Control Systems, Practical Security, Cybercrime and Dig Forensics

Skills: C, Java, C++, Python, HTML, JavaScript, CSS, NodeJS, NPM, Firebase, Verilog, Assembly, Arduino, Linux Shell\Bash, MATLAB, Code Composer Studio, PCB Design, Cadence, Soldering, Oscilloscopes

Experience: **Collins-Aerospace** | Software Engineering Intern | Cedar Rapids, IA May– August 2021, May - November 2022

- Experienced working in Agile environment, PEER review, and subversion control
- Utilized Jinja 2 template generator to produce reusable code and converting C++ into Java replication
- Created SystemC simulation modules to communicate using publish/subscribe methods with Coresim.

Rose-Hulman Ventures | Project Engineer | Terre Haute, IN June – August 2020

- Generated PCB designs with Cadence for production
- Conducted product hardware testing using oscilloscopes
- Programmed hardware systems with MSP430 microcontroller

Projects: **Microchip AVR-IoT Cellular Mini Pollution Monitoring System** Senior Project – 2022-2023

- Established backend on AWS server using Timestream
- Standalone IoT devices setup to communicate by cellular through MQTT
- Developed a dashboard using Grafana to receive data from database

LED Matrix IoT Project Spring 2023

- Served a user webpage made using JavaScript web-socket to connect to MQTT broker
- Prototyped using an Arduino Uno communicating serially with ESP8266 for Wi-Fi connection

FPGA Verilog Pong Game Fall 2022

- Implemented a user-controlled pong game displayed on VGA monitor
- Developed a system of a controller with one-shots, clocks, counters, and HSYNC/VSYNC modules for monitor

Fraternity Guide Web App Fall 2021

- Developed using Figma mockups translated to HTML, CSS, and JavaScript
- Hosted on Firebase server and using the Firebase database for data storage
- Authentication for login and pages used for admin purposes with email API interface

TMJ Preventer Embedded System Summer 2020

- Designed the layout in Cadence schematics
- Provided electrical signals from masseter (jaw muscle), detected muscle clenching
- Included as inventor on patent

Activities: **Pi Kappa Alpha Fraternity** 2019-2023

- President | November 2021 – November 2022
- Vice President of Enrichment | November 2020 - 2021
- Attended seven leadership summits for personal and professional development

CSERVE: Career Services and Employer Relations Volunteer 2019-2022

SGA Hall Representative 2019-2020

Honors: **Lilly Endowment Scholarship Award** | County award for full tuition in Indiana | Single winner of county