Rose Epstein

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TECHNICAL SKILLS

Programming Languages: C / C++, VHDL, SQL, MATLAB, Haskell, Assembly

Tools, Frameworks & Technologies: Git, Visual Studio Code, Quartus Prime, Modelsim, Xilinx Vivado, Linux, macOS, Windows **Relevant Courses:** Embedded Systems, Digital Systems Design, Advanced Digital Systems, Programming for Heterogeneous Systems

WORK EXPERIENCE

Application Engineer Jan — Apr 2022

Epic Semiconductors

Vancouver, BC

- Designed and executed experiments for process and product development, including assembling, testing prototypes and analyzing PCB circuits.
- Designed, tested and implemented a heart-shaped PCB project to completion used in client demonstrations.
- Designed and tested a **complex theremin gesture detection circuit** to be used for future client demonstrations.

PROJECT EXPERIENCE

Snake Game on Zedboard:

Spring 2024

- Implemented interrupt-driven VGA graphics iterface for Snake Game on Xilinx Zedboard, with push button input for real-time user interaction.
- Implemented the interrupt handler, and integrated this with the VGA controller and SoC, creating a seamless embeded system.
- Designed **game logic in software using C++**, and created all **custom graphics with GiMP**, including game screens, sprites and animations.
- Independently designed, implemented and tested the hardware, using Xilinx Vivado, and the software, using Xilinx Vitis.

Gaussian Elimination Kernel FPGA Optimization:

Fall 2023

- Implement an **FPGA acceleration project** on the Gaussian Elimination kernel from GPU benchmark suite Rodinia using **High-Level Synthesis (HLS) C++.**
- Optimized the data transfer between the host and FPGA with memory coalescing optimizations

Customized UART Protocol in an FPGA:

Summer 2023

- Implemented **UART protocol on the Altera DE2 FPGA**, with baud rate generation, data framing and error detection.
- Coordinated with a group of two to design, implement, and optimize a UART protocol in VHDL on the FPGA board.
- Implemented the transmitter component to send data serially to the receiver, and extensively tested the entire system with a testbench using ModelSim.

Beaglebone Beatbox Analyzer:

Fall 2022

- Coordinated with a group of two to develop a drumbeat beatbox program on the Beaglebone
- Implemented a user interface featuring a button interface for selecting different drum beat sequences and triggering individual beats.

EDUCATION

Simon Fraser University - B.A.Sc.,

Fall 2020 — Present

B.A.Sc. Computer Engineering

Burnaby, BC

• CGPA 3.16

Co-President

University of Saskatchewan

Fall 2016 — Summer 2020

B.Sc. Physiology and Pharmacology

Saskatoon, SK

Graduated with great distinction

LEADERSHIP EXPERIENCE

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May 2022 — 2023

Women in Engineering (WiE)

Burnaby, BC

- Organized and hosted club weekly meetings, and coordinated with members for event planning.
- Provided supports for new students and club members beginning their university career.
- Helped strengthen the community bond and support for women in engineering at SFU.