### Sean M. Griffen

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## Objective

Passively seeking a full-time position related to embedded software in Computer Engineering

## **Education**

**Iowa State University** 

Ames, Iowa

Masters of Engineering in Computer Engineering GPA: 3.76 – Expected December 2022

Bachelor of Science in Computer Engineering

GPA: 3.30 - December 2021

### **Experience and Projects**

#### **Vermeer Corporation**

#### Engineer I – Embedded Software

January 2022 - Current

- Continuing embedded software development for Brush Chippers, Stump Cutters, and Engine ECUs
- Continuing development of internal simulation tools and controllers

### TCRL(E) Embedded Software Engineer Intern

May 2021 – January 2022

- Embedded software for Brush Chippers, Stump Cutters, and **Engine ECUs**
- Development of internal simulation tools and controllers

## **UT Embedded Software Engineer Co-Op**

May 2020 - Summer 2021

- Embedded software for HDDs, Pile Drivers
- Use of MATLAB, Simulink, Qt, C/C++, CAN Networks, J1939
- Development of internal tools to support development
- Development of machine unit tests and component simulators

## Farmers Mutual Telephone Company

#### Contract Developer

May 2020 - May 2021

- Full stack web development
- Continued work done as an intern

## Developer Intern

May 2019 – May 2020

- Full stack web development
- Use of Spring, MySQL, HTML, CSS, and JavaScript
- Self-management to meet deadlines

#### **Hackathons**

## Squirrel Hacks XI – Hot Car Ally

December 2019

- Using an Arduino Uno and sensors to save a child from a hot
- Winner of 1st place hardware and Vermeer's Best IoT Device awards

# Skills

- Industry coding in C/C++, MATLAB, Simulink
- Usage of Git, SQL (MySQL and SQLite), Spring, and Linux CMD
- Familiar with Java, JavaScript, CSS, HTML, Verilog, and VHDL

# Activities

Cyclone Football Varsity Marching Band Drumline

Spring 2018 – Spring 2020

Boy Scouts of America

2009 - 2017

Fall 2017 - Fall 2021

Crossroads Percussion