STEPHEN NOROD

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EDUCATION

Georgia Institute of Technology   Bachelor of Science: Computer Engineering   Dec. 2019 **|** Atlanta, GA

EXPERIENCE

OSIsoft...   May 2018 -- Aug. **|** Philadelphia, PA

Software developer full-time intern for Edge Data Store (EDS), a system for temporarily storing and locally utilizing data on lightweight computers when larger network connectivity is impractical or impossible

- Redesigned EdgeScale, a performance benchmarking tool for EDS, to recursively calculate an optimal number of chunks to divide variably-sized datasets into before individually compressing and sending these chunks to a specified network location

- Manually implemented CPU usage metric for EdgeScale to measure the EDS server's total processor utilization by performing calculations on processor data retrieved from the EDS API and testing on both Windows and Linux to ensure agnosticism

- Augmented EdgeScale with a GZip compression feature for compressing string content into byte array content

Abbott Laboratories...   Jan. 2017 -- June **|** Atlanta, GA

Embedded software engineering R&D full-time co-op for CardioMEMS, an FDA-approved heart failure monitoring system

- Debugged an XML parser that was incorrectly handling data and thus outputting invalid test reports, then translated from C# to Python and updated it to output reports in a comprehensive Excel workbook

- Analyzed PCB schematics, performed electrical tests and solder inspection on circuit boards, experimented with testing environments, and authored a technical report in order to address an electronic performance issue

- Updated a software application's build scripts from Bash to Python for ease of use

Brain Trauma Assessment Protocols...   Aug. 2016 -- Dec. **|** Atlanta, GA

Android developer for Georgia Tech VIP (Vertically Integrated Projects) team, tasked with building a suite of mobile app modules to administer tests and collect data from individuals who have suffered from brain traumas

- Developed a module to simulate an image-naming neuropsychological test, provide digital audio feedback, and record audio data

SKILLS

Programming –   ADEPT: Java, C#, Python, MATLAB
                   COMFORTABLE: C++, ASM
                   FAMILIAR: C, Linux, Bash, HTML, CSS, JavaScript (melonJS / React), GraphQL, VHDL, PowerShell, Android

Software / Instrumentation – mbed, Arduino, Raspberry Pi, REST APIs, Agile (Scrum), Git, SVN**,** Tiled Map Editor, Altera Quartus II,

Engineering – Software Engineering, Artificial Intelligence, Math Foundations of Computer Engineering, DSP, Technical Writing

PROJECTS

snorod.com - Developing a side-scroller game embedded in personal website using melonJS and GitHub Pages   Feb. 2016 -- Present

Electronic Safe (Team) - Designed and prototyped a small safe with an electronic locking system   Sept. 2018 -- Nov.

Pacman - Built general search algorithms for a Pacman AI to find efficient paths through a maze world   Jan. 2018 -- Mar.

Find George - Designed highly efficient image-searching algorithms for locating a variably scaled target in C and ASM   Sept. 2017 -- Oct.

boggle-ish - Created a numeric Boggle-style game in Java, which generates a random playing board of numbers and finds each solution (a chain of numbers that adds up to the board's area) using depth-first graph traversal   Mar. 2017 -- Apr.

DE2Bot (Team) - Programmed a robot to semi-autonomously explore an area, locate objects using sonar distance sensors, touch these objects, and return to its initial position in the most efficient manner possible   Nov. 2016 -- Dec.

pitchPy - Developed a Python program for tuning instruments by manipulating input frequencies to detect the pitch of notes at HackFSU '16 (Florida State University hackathon)   Feb. 2016 -- Mar.