

# STEPHEN NOROD

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## EDUCATION

Georgia Institute of Technology

Bachelor of Science: Computer Engineering

May 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), VHDL, PowerShell, Android

**Software / Instrumentation** – mbed, Raspberry Pi, Altera Quartus II, Visual Studio, REST APIs, Git, SVN, Tiled Map Editor

**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) - Designing and prototyping 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 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.