STEPHEN NOROD

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OBJECTIVE

To obtain a software engineering internship starting May 2018. My experiences have involved efficiency-focused programming in languages ranging from ASM to JavaScript; I am capable of operating at any level and I continually seek out challenging projects to ensure this.

EDUCATION

Georgia Institute of Technology – Atlanta, GA — Bachelor of Science: Computer Engineering — May 2019
GPA: 3.30/4.00 — Classification: Junior

EXPERIENCE

Abbott Laboratories / St. Jude Medical… Jan. 2017 - June | Atlanta, GA
Embedded software engineering R&D full-time co-op, worked on the CardioMEMS Heart Failure System (an FDA-regulated product)

- Translated an XML parser from C# to Python, debugged and updated it to enter XML data into an Excel workbook with several worksheets
- Analyzed PCB schematics, performed electrical testing and solder inspection on circuit boards, experimented with testing environments, and authored a technical report to address an electronic performance issue
- Updated a software application's build scripts from Bash to Python for ease of use
- Recruited potential co-op and full time employees at Georgia Tech career fairs

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
- Contributed to the Android team's general app development, resulting in a higher quality final product
- Presented on behalf of the team at an information session to recruit new members

PROJECTS

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

Pacman - Building 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.

Virtual Doctor - Prototyped an Amazon Alexa skill for diagnosing a user's illness based on his or her symptoms — Feb. 2017 - Mar.

DE2Bot - Programmed a DE2Bot 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.

DTMF Decoding - Designed eight FIR filters (band-pass and high-pass) for decoding DTMF signals using MATLAB — Apr. 2016

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.

SKILLS

Programming – ADVANCED: Python, Java, MATLAB
INTERMEDIATE: ASM, C, Bash, HTML, CSS, JavaScript (melonJS / React)
BEGINNER: React Native, Git, SVN, VHDL, PowerShell, Linux, XML, JSON, C#, Android, Tcl

Software / Instrumentation – mbed, Altera Quartus II, Oscilloscope, Logic Analyzer, FPGA, NI myDAQ, Altera DE2 Board/Bot, Tiled Map Editor, Trac, Windchill, AWS Lambda, Amazon DynamoDB, Audacity

Engineering – Data Structures and Algorithms, Artificial Intelligence, Digital Signal Processing, Mathematical Foundations of Computer Engineering, Circuit Analysis

Communication – Technical Writing, Adv. German, Basic Korean, Overcoming Language Barriers, Tutoring, Mentoring

AFFILIATIONS

GT Circle K - Boys & Girls Club volunteering — Volunteer — Jan 2018 - Present

Tech the Halls - Mentorship program for disadvantaged children in Atlanta — Mentor — Sept. 2015 - Present