SAM ZECKENDORF

ELECTRICAL & COMPUTER ENGINEER

sam@zeckendorf.me
(862) 220-0477

Education

Tufts University
September 2010 - May 2014
Bachelor of Science in Electrical Engineering
GPA: 3.38

Selected EE Coursework: Feedback-Control Systems, Communication Systems, Microprocessor Architecture & Assembly Code, Digital Logic Circuits, Analog Design I & II, Physics of Solar Cells, Data Structures, Usability Engineering

Selected Other Coursework: Linear Algebra, Discrete Mathematics, Multivariable Calculus, Differential Equations, Music Applications on the iPad, Game Design

Experience

Google Inc.
September 2014
Hardware Design Engineer (Nest Labs)
Palo Alto, CA

Designed several subsystem flexes and PCBs, drove layout and bring-up in factory/lab. Identified design/manufacturing issues at factory in OQC/IQC fixtures, and pursued through resolution

Created and maintained MATLAB/SPICE simulations for sensitive circuitry to allow data-driven hardware design, in particular for IR Reciever Rx chain.

Apple Inc.
January 2013—September 2013
Systems Integration Intern (iPhone)
Cupertino, CA

Examined signal and power integrity in several subsystems, including Touch-ID. Identified issues resulting from flexible PCB shape, and helped provide alternative designs

Investigated audible noise resulting from piezoelectric properties of ceramic capacitors — designed and fabricated drive and measurement circuitry to stress components under different signal inputs, analyzed resultant audio data

Loopit Inc.
2012, 2013
Software Engineer
Cambridge, MA

Designed web service that aggregates product details across variety of websites and generates growing/adaptive lexicon for use in smart shopping tool

Designed smart comparison tool to bin products into similar categories; company was acquired on merit of software efficacy

Projects

imPact
Created iPhone music application "imPact: Remix", funded by Steinway Music

Squid
Xbox indie game, awarded Indie Gem award on Joystiq.com (affiliate of engadget)

Smart Hydroponics
Intelligent, learning, home-hydroponics system for city dwellers to grow fresh produce. White paper available

Languages & Skills

Assembly	C/C++/C#/Java	Python
Objective-C	Matlab	Verilog/VHDL