TATIANA JISELLE ENSSLIN

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OBJECTIVE

To acquire a challenging internship or co-op position in the field of Computer Engineering for the summer of 2014, that combines the application of technical skills, troubleshooting, and innovative ideas with the use of artistic talents or software.

EDUCATION

Syracuse University, Syracuse, NY **September 2013-present**

Sister of Chapter Beta Tau, Kappa Kappa Gamma Women's Fraternity
Syracuse University College of Engineering and Computer Science
Major: Computer Engineering
Bachelor of Science, Expected May 2017

COMPUTER SKILLS

- **Tools Used:** National Instruments Multisim, ModelSim, Xcode, MatLab, Solidworks, Microsoft Visual Studio, Makerbot Makerware, Adobe Photoshop, Arduino, Wacom Tablets, Gimp, Apache Maven, SOATest, Lamp Stack, Stash, Splunk, Git, Git Hub, DynaTrace, WSO2 Service Bus, and Microsoft Word, Excel, and Publisher.
- **Hardware:** Logic gate design, Arduino Leonardo and Makerbot Replicator 2X.
- **Software:** HTML/CSS, XML, XPath, JSON, C, C++, Systems Programming/Linux/Unix, VHDL, Verilog.
- **Other:** Skilled artist in drawing, designing, and editing. Experienced in: cleaning and backing disks, defragging, file use, compression and translation, advanced troubleshooting, parallel windows, and boot camping. Proficient with both Macs and Pcs.

RELEVANT COURSES

- Systems Programming • Data Structures and Algorithms • Calculus I, II, III • Discrete Mathematics
- Object Oriented Programing • Electrical Engineering Fundamentals I, II • Logic and Physics I, II
- Digital System Design with VHDL • Digital Logic Design

ACADEMIC PROJECTS

- **Project in C Programming**, Introduction to Computing, Spring Semester 2013
  Created the card game *President.* User is presented with a deck of cards and must rid their cards using tactics such as clearing the board or playing cards in ascending order. Includes a high score list, directions, pointers, input/output files used for memory allocation, as well as sort, search, and struct functions.
- **Application Design**, Independent Study, Spring Semester 2014
  With a small group of engineering peers and Syracuse University researcher/professor Dr. Chen, the design and future implementation of an application is in progress that connects virtual reality with physical reality.

RELATED PROJECTS

- **Created Shortcut Guide Webpage** Database of hyperlinks used to shortcut navigation coded in HTML.
- **Created 3-D Objects on Makerbot Replicator 2X** Used Solidworks to create 3D template and print them.

WORK EXPERIENCE

- *Adventure Trip Leader/Attendant,* Archbold Gymnasium, Syracuse NY **October 2013-Present**
- *Digital Platform Developer,* Fidelity Investments, Boston, MA **June 2015 – August 2015**
  -Worked on digitalizing all software into one platform. Used Splunk and DynaTrace to access logs and data.
  -Worked with XML, JSON, XPath, and PHP to handle middleware for the system's API. Implemented domain archetypes on WSO2 service buses, hosted through Fidelity Servers. Learned SCRUM leadership.

ACTIVITIES

- *Excelerator,* Syracuse University College of Engineering and Computer Science **October 2013-Present**
- *Publicity Council Position,* Institute of Electrical and Electronics Engineers **October 2013-Present**
- *Member,* Syracuse University Club Women's Lacrosse **September 2013- June 2014**