

# TODD NIELSEN

## Computer Engineering Student

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## EDUCATION

### Bachelor of Science Computer Engineering

#### University of Utah

📅 August 2017 – May 2022

📍 Salt Lake City, UT

- University of Utah Dean's List

## SKILLS

- Communication and leadership
- Software languages: C Sharp, C, C++, Java, SQL, Swift
- Hardware languages: Verilog, MIPS

## PROJECTS

### Simon Electronic Memory Game

- Build the game Simon Electronic Memory game using Arduino board
- Used C++ to respond to user inputs

### FPGA 7-Segment LED Clock/Stopwatch

- Build a LED clock and stopwatch using an fpga board
- Designed the clock/stopwatch with Xilinx and used verilog to code the clock

### EKG

- Build an Ekg using electrodes
- MyDaq software was used to read waveforms

### MarioKart Game

- Built a 2D MarioKart Game using an FPGA
- Used buttons on the FPGA to control the movement of the racer
- Used Quartus to code the software

### Bluetooth Speaker

- Built a bluetooth speaker using Arduino
- Was able to connect it to Apple and Android

## TECHNICAL CLASSES

### CS 4400

#### Fall 2020

📅 University of Utah

- Computer Systems

### ECE 3710

#### Fall 2020

📅 University of Utah

- Computer Design Lab

### ECE 3810

#### Spring 2020

📅 University of Utah

- Computer Organization

### CS 3500

#### Spring 2020

📅 University of Utah

- Software Practice

### ECE 2280

#### Spring 2019

📅 University of Utah

- Fundamentals of Engineering Electronics

### ECE 3700

#### Spring 2019

📅 University of Utah

- Fundamentals of Digital Design

### ECE 2240

#### Fall 2018

📅 University of Utah

- Intro into Electric Circuits

## EXPERIENCE

### Dialysis Technician

#### Intermountain Healthcare

📅 Sept 2012-Present 📍 Murray, UT

- Prepare patients for dialysis treatment
- Monitor patients while on dialysis machine