TODD NIELSEN

Computer Engineering Student

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EDUCATION

Bachelor of Science Computer Engineering

University of Utah

- August 2017 – May 2020   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
- Time management
- Calm under pressure or stress

PROJECTS

Simon Electronic Memory Game

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

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

Security Door

- Built a door with an RFID card as a key
- Arduino was used as interface between software and hardware

Electric Longboard

- Developed wireless remote with arduino
- Designed battery level dispaly using LEDs

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

Certified Nursing Assistant

Intermountain Healthcare

- Nov 2011-Sept 2012   Ogden, UT

- Assist patients with daily activities
- Record patients vitals