Benjamin D. Manley

EDUCATION

(305) 331-0034 | bdmanley@umich.edu

University of Michigan, Ann Arbor, MI

May 2021

B.S.E in Computer Science, Minor in Physics

3.94 / 4.00 GPA

Honors: 1931E Scholar Society, Dean's List, James B. Angell Scholar

Relevant Coursework: Data Structures, Algorithms, Computer Architecture, Java, Physics, Calculus, Statistics,

Linear Algebra, Computer Security, Web Systems, ML, OS, UI Development, Circuits

Hong Kong University of Science and Technology, Study Abroad in Clear Water Bay, Hong Kong

June – Aug 2018

EXPERIENCE

Honeybee Robotics Spacecraft Mechanisms Corp., Pasadena, CA

Software Engineering Intern

June - Aug 2019

- Created new flight software system to be used on multiple space missions in the next decade
- Developed real-time, memory-constrained flight software with FreeRTOS for interrupt-driven timing, serial communication, and translation of system tick counts into J2000 using intermittent time correlation packets
- Designed a method of timestamping to minimize overhead during critical data collection
- Organized modular code structure, automated build-deploy-debug process with Bash, documented codebase for use/development by full-time engineers, and presented work to company executives

University of Michigan Hyperloop Design Team, Ann Arbor, MI

Controls Subsystem Lead

Sept 2018 – Present

- Manage a team of engineers to design and implement a computer system and sensor array to semi-autonomously control our Hyperloop Pod
- Oversee physical and functional integration with the rest of the subsystems to create one unified product
- Teach new members about control systems through hands-on-learning and delegation of responsibilities

Controls Engineer: Sensors, Telemetry, Inter-Board Communication

Sept 2017 - Aug 2018

- Developed software for serial communication, sensor data acquisition, telemetry algorithms, internal state-checking, and a heartbeat system between the on-board microprocessors
- Performed component research, system design, sensor hardware testing, and Linux OS configuration
- Acquired over 10% (\$11,000+) of team's budget in sponsorship through corporate outreach
- Attended the 2018 SpaceX Hyperloop Pod Competition as one of the top 20 designs internationally

M-agination Films Production Group, Ann Arbor, MI

Producer | Editor | Sound Technician

Oct 2017 - Present

- Artistically and logistically manage production of films and select scripts for the group to produce
- Lead audio recording and mixing on-set and manage sound department crew members
- Edit film and audio with the Adobe Suite and manage shot continuity on-set

SKILLS

Programming Languages: C/C++, Python, Java, Bash, basic exp. in C#, Assembly, HTML/CSS, JavaScript **Development Tools:** Git, Vim, Visual Studio, Xilinx Vivado/SDK, FreeRTOS, basic exp. in Xamarin, Android Studio

Media Software: Adobe Premiere Pro, Adobe Photoshop, Adobe Audition, LaTeX

MISCELLANEOUS

Ear Peace: Save Your Hearing Foundation, Board Member and Ambassador

Aug 2013 - Present

Conduct seminars on noise-induced hearing loss to students nationwide, vote on organizational plans of action on the Board of Directors, and film and edit PSA videos

MHacks 11, Hackathon Participant

Oct 2018

Multi-process Python utility allowing Super Mario Bros to be played by playing the theme song on a MIDI piano

TEDx Youth@Miami, Speaker

Feb 2015