Anthony Robinson

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Education

University of Utah — Salt Lake City, Utah

BS Computer Engineering 3.9 GPA — 2018-2022

- Coursework: Algorithms, Data Structures, Machine Learning, Artificial Intelligence, Mobile App Programming, Embedded Systems, Computer Architecture, Object Oriented Programming, Digital Design
- Awards: Dean's List, Grimes Academic Merit Scholarship, Engman Endowed Academic Merit Scholarship

Technical Skills

Languages: C++, Python, C#, Java, C, Android, MATLAB, HTML/CSS, Verilog, VHDL
Developer Tools: Git, Linux, Jenkins, Visual Studio, VS Code, PyCharm, Eclipse, ModelSim

Experience

Software Engineer Intern | *C#, Python* — 2023

Esri — Washington, DC

- Implemented new features and rectified bugs in the production environment of the ArcGIS AllSource team
- Leveraged open-source machine learning language models to deliver natural language processing solutions
- Conducted comprehensive testing and refactored inefficient code, resulting in enhanced performance and efficiency

Software Engineer Intern | *C++, Qt, JavaScript* — 2022

Raytheon Technologies — Salt Lake City, UT

- Responsible for implementing bug fixes and troubleshooting known issues in company products
- Delivered user interface design solutions that were put into production to meet users' needs
- Documented, tested, and verified other team members' software to ensure products met quality standards

Hardware Engineer Intern | *Verilog, VHDL* — 2021

Raytheon Technologies — Salt Lake City, UT

- Designed, simulated, and tested hardware modules for Xilinx FPGA on a high-performance signal processing board
- Developed module specifically designed to read from and write to multigigabit STM-64 signals
- Engaged in regular meetings with stakeholders and team members, delivering comprehensive design updates

Undergraduate Researcher | *MATLAB* — 2020 – 2021

University of Utah — Salt Lake City, UT

- Full-time, funded research for analysis of antenna optimization for a Massive MIMO system
- Proficient in CST CAD Software to design and simulate antennas
- Gained skills in electromagnetics, antenna design, and scientific computing (MATLAB)

Package Protector | *C, Java, Python, AWS* — 2022

- Senior Project: A solution to packages being stolen off of front porches - Won best project in graduating class!
- Designed and built embedded system on STM microcontroller to safely store packages. Connected Android App to Raspberry Pi via AWS for user interaction https://www.youtube.com/watch?v=yZ-in-rghGo

Multiplayer C# Game | *C#* — 2021

- Developed a multiplayer "Tanks" game where players navigate around obstacles trying to destroy other tanks
- Model-view-controller architecture, implemented a networking class using threading, built GUI with Visual Studio

Computer Processor | *Verilog* — 2020

- Design and implementation 16-bit processor on FPGA
- Built ball balancing game on top of the processor, required interfacing with Arduino via UART module, writing an assembler, and basic compiler https://youtu.be/hfdhJGfGc8I

Extracurricular Activities

Ultimate Frisbee
Music (specifically, the bass)
The Great Outdoors