

VINCENT R. KOETEN

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EDUCATION

Master of Science in Embedded Systems

Degree Expected August 2018

Delft University of Technology.

Specializing in Embedded Software

Bachelor of Science in Computer Science

Degree Received June 2016

California State Polytechnic University, Pomona.

Degree Honors: Magna Cum Laude.

WORK EXPERIENCE

Momo Medical

November 2017 - Current

Learning about neural networks and machine learning to implement sensor classification for an embedded system as part of my thesis work.

Forze Hydrogen Electric Racing

September 2016 - August 2017

Learned the basics of power electronics to assist in redesigning the power supply and distribution unit. Worked with autonomy and coordinated efforts with a large team.

Epic Systems

Summer 2015

Developed with a small team using an agile environment to convert a native Windows application to a web platform using ASP.NET. Designed and implemented improvements to the users work-flow while also building in additional customization.

PROJECTS

Quadcopter

October 2017

Course project for developing the control software for flying a quadcopter using a joystick. Implemented custom message passing over UART combined with a state machine for safe operation.

Lost Professor

May 2016

Course project in parallel processing where I lead the algorithm design and worked closely with a small team.

Groceries For Us

February 2015

A web based grocery list application designed to be easily shared for households and roommates. Added cost-splitting to assist group purchases and split meals. Also utilizes voice commands to add items to the list.

Scavenge With Friends

January 2015

Scavenger hunt game based in any city using Googles Street View for a user specified objective created during a hackathon. Users can play in lobbies of up to four players.

Bronco Scheduler

January 2014

A web based application created by students for students to assist in choosing a schedule of classes. Initially built during a hackathon, it has been used by over 17,000 students. Designed to have an intuitive and sleek interface to simplify the process of class selection.

SKILLS

Programming Languages

Python, C, Java, C++, C#, Git, LaTeX, HTML, CSS, Javascript

INTERESTS

Water Polo and Swimming

Formula 1 Racing

Cooking and Baking