978-549-9619 <u>celia.a.wilkins7@gmail.com</u>

Lunenburg, MA

EDUCATION -

Boston University, Boston, MA

Bachelor of Science in Electrical Engineering May, 2021

• Three times awarded grants by Undergraduate Research Opportunities Program

EXPERIENCE

Odin Inc: Boston, MA 01/2022 - Present

Support Technician

- Analyze and problem-solve directly with clients of Odin inventory tracking software
- Manipulate and manages data using MySQL GUI tools to ensure compliance with client record keeping conventions
- Collaborate with team members to determine customer needs, solve bugs, and keep software in maintenance
- Train clients on use of Odin web apps; field questions to facilitate learning curve
- Assist with onboarding and setup of new clients

Elucid Bioimaging; Boston, MA

05/2021 - 11/2021

Software Engineer

- Interfaced between C++ and Python with WSLink and aiohttp
- Handled cross-platform DevOps and documentation of company product using Docker
- Used image rendering server architecture employing VTK and ITK to render client side image
- Developed in-house testing tools for assisting in server generation using Angular, HTML, CSS, and Javascript
- Managed creation of prototype to demonstrate socket-web socket communication using NGINX as proxy

Yobe Inc; Boston, MA 01/2021 - 04/2021

Engineering Intern

- Developed and worked with audio signal processing software in C++ and MatLab
- Adapted to and solved problems quickly in fast-changing environment of a startup
- Cooperatively applied software solutions to hardware with team of engineers of diverse experience
- Documented software, workflows, project outlines, and materials

PROJECTS

Senior Project: SITA Speech Therapy Mobile App using Unity and C#

- Designed to make speech therapy more accessible for children with Autism Spectrum Disorder by way of imitating sounds and words pre-recorded on the app by parents or guardians.
- App is equipped with a video player, sound source, and speech processor, and activity log
- Generated activity log to track how much time is spent in the app daily over the course of a week by using C# timer and GUI created in Unity front end

SKILLS

- Linux command line
- Angular, Typescript, Javascript
- Git, Scrum Methodology, Jira
- Customer Service