# WALLACE OCTAVIUS OBEY

wobey96@gmail.com
Sites.google.com/view/wallace-obey/home
https://github.com/wobey000
840 Grandview Meadows Dr. #B-204 Longmont,Colorado 80503•(980) 616-8287

#### Education

Johns Hopkins University, Baltimore, MD

Masters of Science Computer Engineering (Online Part-Time)

December 2024

University of North Carolina at Charlotte, Charlotte, NC

Bachelor of Science Electrical and Computer Engineering

December 2020

**Relevant Classes:** Data Structures and Algorithms in C++, Embedded Systems, Digital Signal Processing, Random Processes and Optimum Filtering, Computer Architecture, Operating Systems, Data Communication, Signals and Systems

# **Relevant Work and Research Experience**

# Software Engineer, Seagate Technology, Longmont, CO

March 2021 - Present

- Lead the test development for hard drive depopulation feature written in C
- Collaborated with multiple engineering teams for new feature development and test coverage

#### Embedded Software Engineer Intern, Enventys Partners, Charlotte, NC

Oct 2020 - December 2020

- Assisting with general software and firmware development for ARM based microcontrollers
- Testing circuit board and peripherals for device interfacing

# Technology Analyst Intern, American International Group (AIG), Charlotte, NC

June 2020 - August 2020

- Wrote flows for automating replays and notifications for SharePoint lists
- Designed flows for automating intake of penetration testing reports to SharePoint lists

### Undergraduate Research Assistant, UNC Charlotte, Charlotte, NC

Oct 2019 - May 2020

- Performed data collection, ran experiments for SLAM systems using a turtle bot
- Collected ros bag files of each experiment and gave to PhD students for analysis

# **Academic and Personal Projects**

# Digital Image Processing Library in C++ (Personal Passion Project)

Feb 2022 - Present

- Creating a library for digital image processing in C++ following an OOP approach and testing
- Creating functions for histogram equalization, gray level transformations, Edge detection, and filter algorithms

#### Traffic Light Simulator, Embedded Systems (Johns Hopkins)

Aug. 2021 - Dec. 2021

- Designed a traffic light simulator in C using the finite state machine design pattern
- Mapped input and outputs to various pins for each traffic light signal, button, and sensor

# FPGA Flow GUI, Senior Design I&II (UNC Charlotte)

Spring 2020- Fall 2020

- Researched and wrote automation scripts and GUIs in python (Tkinter) for testing obfuscation techniques
- Created a framework/desktop application for automating obfuscation testing

### Embedded Systems Arduino Car, Sophomore Design (UNC Charlotte)

Sept. 2018 - Oct. 2018

- Programmed car controlled using an Arduino Uno in C++
- Implemented a line following algorithm that could handle most curves and tracks

## **Technical Skills**

Programming: C++, C, Python, MATLAB, Java

**Software Tools**: Linux, Jira, Git/Github, Perforce, Visual Studio Code, Visual Studio, Tera Term **Hardware Tools**: Microcontrollers (STM32), Oscilloscope, Function Generator, Turtle Bots

# **Leadership and Extracurricular Activities**

# Member, SPOC-LCO, Seagate Technology

Fall 2016 - Spring 2018

Volunteered for Seagate recruiting events and collaborated with leaders to make Seagate more inclusive

## **Honors**

•	Senior Design Finalist - Recognized as having one of the top 10 senior projects out of 40 teams	Fall 2020
•	EPIC Innovator Certificate - Top 5 Finalist in the inaugural EPIC Innovator research competition	Spring 2019
•	NC Space Grant - Funding procured to take the Robotics Club to SoutheastCon 2018	Spring 2018
•	Arduino Hackathon Winner - Won an Ardino hackathon for simulating a security system	Fall 2016