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Employment

Applied Minds, Inc (Claremont, CA)

- Software Team (Summer 2016) - Embedded systems sensor integration for next-gen augmented reality platform

Harvey Mudd College (Claremont, CA)

- Open Design Research (Spring 2016) - Working on microprocessor board design for open-source scientific instrumentation
- Lab126 Clinic (Spring 2016) - Working on a low-cost hardware acoustics testbench for Amazon's Lab126 engineering team
- E85 (Fall '15/Spring '16) / E11 (Fall '15) Grader - Graded homework assignments for Digital Electronics (E85) and Autonomous

Vehicles (E11).

- E4 Proctor (Spring 2015) - Graded and supervised students throughout design, prototyping, and manufacture of various physical products.
- E11 Lab Proctor (Fall 2014) - Tutored students in design, construction, and programming of autonomous vehicles based on the Arduino platform.

Millennium Space Systems (Los Angeles, CA)

- Avionics Intern (Summer 2015) - Modeled and prototyped a modular, programmable power supply circuit to simulate a solar panel's power output.

Celadon Labs (College Park, MD)

- Frontend Designer (Summer 2014) - Used paper.js library to design and create interface for application to allow users to design DNA secondary structure.

Stratolab (San Francisco, CA)

- Software Designer (Summer 2013) - Worked directly with founder on project ideas and development; did design and code for Electropocalypse, a puzzle game about electricity and circuitry.

US Army Research Lab (Adelphi, MD)

- First paid internship (Summer 2012) - Coded software to control defunct Army laser rangefinder system. Modeled camera motion based on image output, wrote white paper: "Integration of Camera Systems and Investigation of Optic Flow".

Website Designer and Consultant (Chevy Chase, MD)

- Freelance (2011) - Designed and created two websites for client Thomas Kaufman, a local author and filmmaker

Education

Harvey Mudd College (2013 -)

- Major: Engineering (general); Concentration: Music
- Engineering coursework: E11 (Autonomous Vehicles), E59 (Introduction to Engineering Systems), E4 (Intro Engineering Design and Manufacturing), E72 (Engineering Math), E80 (Experimental Engineering), E83 (Continuum Mechanics), E84 (Analog Circuits), E85 (Digital Electronics), E86 (Materials), E190F (Engineering Special Topics), E101/102 (Advanced Systems & Controls), E155 (Microprocessor Systems Design), E111 (Engineering Clinic), E153 (Advanced Analog Electronics), E158 (CMOS VLSI Design)
- CS coursework: CS 42 (Principles and Practice), CS 70 (Data Structures / Program Development), Robotics Core Lab
- Physics coursework: Phys 22 (Physics Lab), Phys 24 (Mechanics and Wave Motion), Phys 23 (Special Relativity), Phys 51 (E&M/Optics)
- Math coursework: Math 30, 35, 40, 45, 60, 65 (Calculus, Statistics, Linear Algebra, Differential Equations, Multivariable, DEs 2)
- Chemistry, Biology: Chem 23 (Structure, Energetics, Dynamics), Chem Lab; Bio 52 (Introduction to Biology)
- Humanities: Intro. to Academic Writing, Critical Inquiry (Minimalism); Classical Piano Lessons; Electronic Music Production; Music Theory I; Experimental Cinema / Digital Animation; Craft, Science, and Technology; Fiction Writing Seminar; Game Design Independent Study

Montgomery Blair High School (2009 - 2013)

- Math/Science Magnet Program (100 students/year chosen from >5000 county students)
- GPA: 4.55 weighted / 3.71 unweighted

Technical Skills

- Software: C, C++, Python, Java, embedded C, Arduino, Lua, Verilog, LabView, Matlab, Photoshop, HTML, CSS, JavaScript, Racket, ModelSim/Quartus, Prolog, ARM assembly, CAD design (SolidWorks, Inventor, SketchUp, Cadence/Altera, KiCad, EAGLE), MultiSim, JOGL
- Hardware: woodworking, machining (mill, lathe) 3D printing, laser cutting/engraving, analog/digital circuit design, soldering (through-hole/SMT), soldering rework

Extracurricular Activities

- Harvey Mudd Makerspace President - organizing design of brand new makerspace and move to new facilities; processing student project reimbursement requests
- MuddHacks hardware hackathon team leader- ordering electronic components; providing guidance/mentorship on student projects
- Led several independent computer game design projects: coordinated teams of artists, musicians, designers