

James Bond

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SUMMARY

B.S. Computer Engineering graduate from MSOE with extensive hands-on, team-based engineering project experience. Devoted 8-10 hours a week as Gaming Chair of MSOE M.A.G.E with full academic schedule. Skills in C, C++, Java, Verilog, VHDL, and MATLAB. Seeking a full-time Computer Engineering position.

EDUCATION

B.S. Computer Engineering | Milwaukee School of Engineering | GPA: 3.1 | May 20XX

ENGINEERING PROJECT EXPERIENCE

Senior Design Project (Team of 5) | Industry Sponsor: TASbot

Objective: Provide ability to automatically run old games on the GameCube video game console with new speed and technology for a company to offer during a fundraising gaming marathon resulting in more players, viewers, and donors (*raised 1M+ for various regional charities*).

- Developed project management plan with hardware needs, costs, demonstrated feasibility, and timeline.
- Converted disc technology to cartridge technology in Nintendo Game Cube to apply glitches to increase speed and improve action framing consistency and implement controls to run any programs written.
- Created memory storage system outside computer to allow memory dump to easily analyze performance and troubleshoot failure points/code breaks.
- Built PCB to house connections.
- Wrote multipage technical reports and presented to faculty advisor after fall, winter, and spring terms: including methodology, system schematics and code.

Project: Develop program to display numerous 2D and 3D images with drawing, save, load, fill, rotation, and size increase functionality.

- Created a matrix class to hold shapes in the xyz plane, as well as provide various matrix operations and error detection: assignments operation addition, multiplication, transposing, and editing matrix values.
- Developed program to allow user to draw lines and circles using Bresenhams's line and circle algorithm.
- Added various shape classes and ability to save and load images from directory using STL inspired format.
- Added click detection program to allow preview, drawing, and hover functionality with mouse and keystrokes.
- Developed program to add ability to modify image with scales translations and rotations, as well as 3D rotation across x and y axis.

TECHNICAL SKILLS

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|-----------|----------------|----------|------------------------|
| ▪ C | ▪ VHDL | ▪ Java | ▪ Raspberry Pis |
| ▪ C++ | ▪ ARM Assembly | ▪ Golang | ▪ STM Microcontrollers |
| ▪ Verilog | ▪ MATLAB | ▪ Python | ▪ Terasic FPGA boards |

CO-CURRICULAR INVOLVEMENT

Gaming Chair | MSOE M.A.G.E. | March 20XX – February 20XX | 8-10 hrs/wk

- Organized club events, scheduled meetings, and created and followed detailed agendas.
- Managed and maintained video game consoles and gaming materials.
- Organized annual gaming convention participation in collaboration with executive committee.

WORK HISTORY

IT and Parts Department Associate | Highway C Service | Kenosha, WI | June 20XX – Present

- Provide exemplary customer services – interfacing and compiling product parts for customer quotes.
- Organize and enter SKUs into internal system.
- Manage inventory levels and determine thresholds for efficient inventory control.