

John Doe
Various links and contact info

EDUCATION

College University of EducationVille

Bachelors of Science in Computer Science | Graduation: May 2027

Relevant Coursework: Data Structures and Algorithms, Software Engineering, Object Oriented Programming, Switching Circuits and Logic Design, Theory of Computing, Concepts of Programming Languages, Discrete Mathematics, Calculus 1, 2, Introduction to Embedded C Programming (Independent Studies)

WORK EXPERIENCE

Research Intern | Generic lab name | place

Sept. 2024- Present

- Conducted extensive literary research into CubeSats as part of a two person team, focusing on data acquisition and analyzing hardware resource allocation using NASA's CFS/CFE open source software and framework.
- Gained experience in low level C software architecture and software development, as well as embedded hardware knowledge.
- Strengthened knowledge of low level programming and real time data processing.
- Contributed to identifying CPU optimization issues, and improving hardware and software performance and optimization.

Robotics Intern |Generic lab name | place

March 2025 - Present

- Revitalizing hardware and software of a legacy "Delta" robot system within a small team, updating and improving old electrical and software systems.

PROJECTS

Soteria | Independent Project

Aug. 2024

- Developed software and designed an object sensing ultrasonic radar that utilizes servos and an ultrasonic sensor, with real time sensing shown on an external screen.
- Gained hands-on experience with sensors, robotics technology, and basic UX/UI design, improving real time data processing of the software, and integrating IOT hardware.
- Tools used: Raspberry Pi Pico W, VSC, MicroPython, Micro Servo, HC-SRO4 Sensor

Binary Converter | Independent Project

Sept. 2024

- Built an interactive binary counter that converts binary inputs into characters and displays them on an LCD while lighting a set of LEDs.
- Tools used: Raspberry Pi Pico W, VSC, MicroPython, LED's, LCD

AI Resume Reviewer | Course Project

March 2025 - May 2025

- Collaborated in a team to create a functional web application that utilizes Ollama and other LLM's to analyze and tailor resumes based on job requirements and descriptions.
- Created frontend interface for the web application using HTML and CSS in collaboration with another developer, focusing on styling and user experience.
- Tools used: JavaScript, Python, HTML, CSS, Ollama

AI Simulation in Military Training, War Gaming Scenarios, and Aviation | Course Project

Oct. 2023 - Dec. 2023

- Analyzed the benefits and disadvantages of the use of AI simulation in military applications.
- Gained a deeper understanding of military strategy and the implementation of AI in all theaters of combat.

Modeling Radar Systems using Finite Automata | Course Project

Oct. 2024 - Dec. 2024

- Developed finite automata state diagrams that accurately model and visualize multi function radar systems and autonomous vehicle radar sensor systems.
- Designed solutions to optimize task management and resource allocation in radar systems.
- Gained extensive knowledge into task management and resource allocation of complex, state based systems that utilize decision making algorithms to complete tasks.

TECHNICAL SKILLS

Programming Languages: C, C++, Python (MicroPython), Java, JavaScript

Frameworks: OpenGL, WebGL, React

Tools: Git, Linux

Hardware: Raspberry Pi Pico, Arduino Uno R3, STM32F407, Cyclone IV E FPGA

Other: 3D Printing, Electronics Hardware, Basic Electronics and Circuitry Knowledge, 3D Graphics Modeling

EXTRACURRICULAR ACTIVITIES

School nameRobotics | Team Member | Designer

March 2024 - Present

- Contributed to the design and programming of a kicker mechanism, which utilizes microcontrollers, servos, actuators, and 3D printed parts to make a kicker to launch a small foam football.

School CS Club | Team Member

Sept. 2024 - Present

- Engaged in coding challenges and group projects that allowed for collaboration with students and professors, with a focus on teamwork and problem solving.