

education	<p>California Polytechnic State University, San Luis Obispo (Cal Poly) Expected June 2016 Bachelor of Science in Computer Engineering Minor in Music Overall GPA: 3.07 Unique Coursework: Music Theory, Microcontrollers, Digital Signal Processing</p> <p>Rhode Island School of Design, Summer Studies – Figure Drawing, Textiles Summer 2015 Foundation for International Education, London, United Kingdom Summer 2013</p>
experience	<p>Product Design Intern, WET Design, Los Angeles Summer 2014 - Designed, manufactured, and tested prototypes for human/fountain interactions - Measured the mechanical loads of a prototype device to determine its future viability - Collaborated and consulted with Product Designers, Mechanical Engineers, and Architects</p> <p>Resident Advisor, University Housing, Cal Poly Sept. 2012- June 2015 - Facilitated a safe and inclusive home for 300 students in various styles of housing - Planned a wide range of social and informative events for a community of 2,600 - Responded calmly to a variety of incidents and emergency situations - Assisted Supervisor with the training of new hires, helping them balance multiple commitments</p> <p>Lab Manager, Liberal Arts & Engineering Studies Dept., Cal Poly Jan. 2013-Present - Maintained and instructed on the use of all audio equipment and software - Researched and installed an 8.2 sound system provided by DTS for testing 3D sound</p> <p>Student Assistant, Computer Science Dept., Cal Poly Fall 2012, 2013, 2014 - Tested new projects assigned to 130 students in Introduction to Computing (music focus)</p> <p>Mentor, Computer Engineering Orientation, Cal Poly Fall 2012, 2013, 2014 - Met weekly with new Computer Engineers to help them develop a plan for academic success</p>
projects	<p>Eurorack NOAA Weather Radio, Cal Poly Fall 2014 - Created a radio that can be controlled from any Eurorack-standard synthesizer - Designed and used custom circuit boards, aluminum panels, and firmware</p> <p>Infrared Harp, Cal Poly Fall 2013 - Created an electronic harp-like device, played by breaking infrared beams - Designed and used custom circuit boards and firmware for both device inputs and outputs</p> <p>"On Film," Liberal Arts & Engineering Studies Dept., Cal Poly Spring 2012 - Composed a collection of pieces for opening night of the SLO International Film Festival - Incorporated lines from classic films such as Casablanca, Spartacus, and Star Wars</p> <p>Algorithmic Composition for Drums, Cal Poly Fall 2012 Developed an algorithm to create variations on an existing drum pattern using Python</p> <p>Global Game Jam, Cal Poly Jan. 2012, 2013 - Provided student teams a variety of soundtracks to match their games - Utilized hardware and software synthesizers interfaced with Ableton Live</p>
skills & involvement	<p>Programming Languages: C, Python, pureData/Max, VHDL, Basic HTML/CSS, Java Applications: Eagle CAD, Adobe Illustrator & Photoshop, Traktor 2, git, Ableton Live Hardware Testing Devices: Oscilloscope, Function Generator, Multimeter, Power Supply</p> <p>Webmaster, KCPR 91.3 FM, Cal Poly April 2014- June 2015 Outstanding Hall Council Member of the Year: Santa Lucia Hall, Univ. Housing May 2012</p>