

Hunter Davis

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(562) 945-5562 | Open to relocation

SUMMARY

Electrical Engineering grad with hands-on experience in software and hardware design. Strong work ethic, ability to integrate with a team or work independently, quality results delivered on-time. Ability to effectively communicate with team members and senior managers.

EDUCATION

California State University Fullerton, CA
Bachelor of Science, Electrical Engineering
Minor, Computer Science

Graduation: Fall 2022

SKILLS

Hardware Languages: VHDL, Verilog

Software Languages: C++

Software: PSpice, MATLAB, Microsoft Office, Visual Studio, Git, Altium, Xilinx Vitis, Xilinx Vivado, Linux

Equipment: Multimeter, Oscilloscope

WORK HISTORY

AZE Technologies, FPGA Intern, San Diego, CA

June 2021 - August 2021

- FPGA design and IP development specific to movement sensors.
- VHDL and Verilog hardware design and testing.
- Microcontroller proximity, temperature, and accelerometer sensors.
- C++ coding for embedded systems.
- Test and debug sensors and systems for Xilinx/Digilent boards.
- Oscilloscope and multimeter experience.
- Implemented communication protocols on sensors using Verilog on Xilinx Vivado.

Operation Technology Person (OTP), IT McDonalds (5 locations), Whittier, CA

June 2019 - August 2022

- Maintain, Troubleshoot, and repair electronic equipment including NCR POS, Windows XP embedded, Aruba Networks.
- Expert with ATOS Networks.
- OTP Certification.
- Performed system maintenance and security tests.
- IT Management and Delivery

COURSE PROJECT

Senior Design Project (IUP), California State University, Fullerton

August 2022 – December 2022

- Designed and built a wearable silent alarm.
- Develop code for microcontroller and Bluetooth integration.
- Custom PCB design to miniaturize charging, rtc, and haptic controls.

Nail Lamp Curing Device, California State University, Fullerton

January 2022 – June 2022

- Created layout and components needed.
- Contributed to 3D design and construct final product.

Self-Watering Pot, California State University, Fullerton

Summer 2022

- Design and development using microcontroller, with sensors and pumps.
- Sourced the needed sensors and motors required.
- Cooperated on final housing and design final product build.

Pong Game, California State University, Fullerton

Fall 2022

- Fully designed game on FPGA board.
- Created original game using only hardware code.
- VHDL programming for graphics and VGA sync.

EXTRACURRICULAR

EDC (Engineering Design Club), Treasurer

Fall 2021 – Fall 2022

- Organize and lead events to teach students engineering skills such as soldering, CAD, and 3D printing.
- Coordinated and kept track of club funds.

IEEE (Institute of Electrical and Electronics Engineers), Secretary

Fall 2021 – Fall 2022

- Organized weekly meetings.
- Help prepare for upcoming events and workshops.