



Zachery McLaughlin

Electrical and Computer Engineer

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Social Network

- Linkedin Link
- Github Project Page Link

About Me

I am a student at Oregon State University studying Electrical and Computer Engineer, with a minor in Computer Science. Since June 2020 I have been working as an Electrical Engineer for TFVI (Transmission Field Services) at BPA (Bonneville Power Administration) located in Portland, OR and Vancouver, WA.

Hard Skills

- Proficient in Electrical Fundamentals and Computing
- Strong analytical and critical thinking skills
- Experience in a wide variety of Electrical and Computer Engineering programs such as: Aspen OneLiner, MathCAD, Quartus Prime, ModelSim, and C++

Soft Skills

- Active Communicator: Always communicate and discuss with coworkers, teammates, and supervisors to get work done
- Strong Natural Leader: Natural will to take the helm of group projects and work hard to keep group members on task, accountable, and provide help in any way possible

Working Experience

- currently **Electrical Engineer (TFVI)** Bonneville Power Administration
 - Operate in Transmission Field Services where I run simulations and fault studies on breakers and transmission lines
 - Use programs such as Aspen OneLiner and MathCAD to write Setting Change documents for relays, transformers, and transmission lines.
 - Work in 5-person group to effectively test and apply changes when problems occur.
- 2020 **Electrical Engineer** OSU OPEnS Lab
 - Lead Electrical Engineer on Weed Warden project
 - Weed Warden: robot that patrols crop fields and spot applies pesticides to only regions that need it; reduce pesticide use by 90 Percent
 - Design and produce PCBs, wiring, write firmware, and soldering
- 2017 - 2019 **Hod Carrier** Jeff McLaughlin Plastering Inc.
 - Mixed mud, Carried supplies, Prepped rooms for plaster, prepped areas for Stucco Systems, Cleaned, Set-up and Tear-down of Scaffold and Mixing Station.
- 2019 **Researcher** URSA Engage Research Experience
 - Worked in Unreal Engine 4 to create Python functionality for different types of functions in UE4
 - I.e. grouping materials together, changing meshes of objects, adding/replacing items in a scene, all through Python.
 - Presented research at Celebrating Undergraduate Excellence (CUE) in May 2019.

Education

Undergraduate Education

- 2018 - Present **Bachelors of Science in Electrical and Computer Engineering** Oregon State University
 - Expected June 2022
 - GPA: 3.50

High School

- 2014 - 2018 **GED/Honors/IB Diploma** Willamette High School

Technical Skills

C/C++ FPGA3 Aspen-OneLiner MathCAD
Python Latex Git Soldering Presenting

References

- Adam Walker (541) 600 - 0731
 - Instructor IB History, Willamette High School
- Miranda Page (541) 915 - 2096
 - Instructor IB English, Willamette High School
- Justin Preece (204) 288 - 1510
 - Percussion/Drumline Instructor, Oregon State University