Victoria Vasquez

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EDUCATION

Oregon State University   Corvallis, OR
Bachelor of Science in Electrical and Computer Engineering   June 2021
Minors in Spanish, Computer Science   GPA: 3.52
Coursework: Technical Writing, Digital Logic Design, Electronics, Electrical Fundamentals, Signals and Systems

SKILLS

- **Laboratory:** Soldering, oscilloscope, function generator, prototyping, troubleshooting
- **Hardware:** Intel's Field Programmable Gate Array (FPGA), SystemVerilog, Quartus Prime, LTSpice, ModelSim
- **Mechanical:** Laser cutting, 3D printing, Autodesk Fusion 360, 3D drawing and modeling
- **Software:** C, C++, Java, Arduino

PROFESSIONAL EXPERIENCE

Undergraduate Microelectronics Research Assistant, *Oregon State University – Corvallis, OR*   Oct. 2019 – current
- Tested and 3D printed liquid metal traces for stretchable electronics research
- Improved printing efficiency by preparing and sorting samples and recording data
- Maintained clean and safe working environment by following best lab practices

Tekbots Student Store Worker, *Oregon State University – Corvallis, OR*   Apr. 2018 – current
- Maintained electronics store operations and managed inventory of 300+ distinct parts
- Provided technical support for customers and produced laboratory kits for 10+ engineering classes
- Resolved troubleshooting of electronic laboratory equipment for student use

Electrical and Computer Engineering Lab Instructor, *Oregon State University – Corvallis, OR*   Sep. 2019 – Dec. 2019
- Led technical laboratory, solved problems and facilitated student learning
- Oversaw students' understanding of safe laboratory practices and class material

PROJECTS

Two Axis EMG-Controlled Robotic Arm   Current
- Designed an electromyography sensor-controlled two axis robotic arm that draws on paper based off the user's muscle flexing
- Responsible for mechanical design: using Autodesk Fusion 360 to model and develop mechanical arm parts

Audio Visualizer Device   Oct. 2019
- Designed an electrical system that receives an external audio signal and displays the intensity of the signal's frequencies on three LED bands
- Managed the team's progress, set meetings, and delegated tasks
- Documented progress through multiple design files and created a video walk-through of the project

FPGA Nintendo Entertainment System (NES) controller simulation   May 2019
- Designed a digital logic circuit that mimics how an NES controller communicates with the NES gaming console
- Programmed logic for FPGA in SystemVerilog using Quartus Prime
- Simulated logic design in ModelSim and recorded results and design in a technical report

LEADERSHIP AND COMMUNITY INVOLVEMENT

Fundraising Coordinator, *OSU Society of Hispanic Professional Engineers Chapter*   Sep. 2019 – current
- Planned, advertised, and executed fundraising events to raise funds to send members to multiple conferences

Counselor, *Mariachi STEAM Camp*   Jul. 2018 & 2019
- Led STEAM workshops and mentored 25+ underrepresented high school students during week-long summer camp

Active Member, *Association for Computing Machinery – Women's Chapter (ACM-W)*   Jan. 2018 – current
- Attended Grace Hopper Celebration 2019

Active Member, *Louis Stokes Alliance for Minority Participation (LSAMP)*   Sep. 2017 – current