Connor Hodgert

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Objective

Secure a full time position working alongside professional engineers in the field of electrical and computer engineering in the areas of computer/embedded system design and software development.

Education

Oregon State University   **Corvallis, OR**

Majoring in Electrical and Computer Engineering, Minoring in Computer Science
Expected Graduation Date: June 2020
GPA: 3.40

Technical Skills & Proficiencies

Application Programming	C, C#, C++, Python, Perl, JavaScript, Assembly, OpenGl, GLSL, Shell Scripting
Programming Development	Multithreading, Embedded Serial, Code Coverage, Automated Testing, Agile Development
Operating Systems and Platforms	Ubuntu, CentOS, QT, Windows, AVR, ARM
Version Control	Git
Other Programs	Cadence, Microsoft Visual Studio, JIRA, Confluence, VIM, Solid Works, Blender, Godot
Hardware Design	180nm Digital Design

Employment History

Garmin AT   Firmware Intern   Salem, OR
June 2017-Sept 2017, June 2018-Dec 2018
- Created and maintained DO-178B life cycle data and features for TSO-certified touchscreen flight displays.
- Developed test cases and procedures from software requirements.
- Modified embedded software to add new functionality based on change requests.
- Worked collaboratively and independently to identify and fix defects in software and test procedures.

509j School District Maintenance   Plumbing/HVAC/Grounds   Corvallis, OR
July 2016 – September 2016
- Water line replacement and sink/faucet repair. HVAC system repair.

Honors, Awards, & Achievements

Garmin Electrical & Computer Engineering Scholarship   Presented 2016 to 2019

Extracurriculars

OSU Mars Rover Team

Created framework for multithreading including spawning and deletion. Aided in the creation of the base station interface.

OSU Videogame Development Club

Worked on character systems team developing movement system.