

Andrew Obatake

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Objective

Seeking an internship to gain real world experience in software and computer engineering

Education

University of Hawaii at Manoa Expected Graduation
Bachelor of Science in Computer Engineering May 2018

Projects

Smart Campus Energy Lab: Unified Software Team Lead Aug. 2016 – Present

- Led a team of five to develop a software system that collects, sends, receives, and stores data in a PostgreSQL database from different environmental sensor modules
- Created a packet receiver in Python to receive, sort, and send data from a XBee transceiver to a database.
- Helped create a testing process for our packet receiver that uses socat and a Python serial writer to send data through virtual serial ports
- Used a system of code reviews and pull requests with git and GitHub to collaborate on code

Smart Campus Energy Lab: Firmware Developer Jan. 2016 – May 2016

- Worked in a team of three to create an embedded system using a 16MHz ATmega328P MCU to poll environmental sensor data at different time intervals and send that data through a XBee transceiver
- Developed/tested MCU firmware for sensor, data packing and transmission using C++ and Arduino libraries
- Presented at 4 separate design reviews to peers and faculty advisor

University of Hawaii Drone Technologies: Target Search Team Member Aug. 2015 – May 2016

- Participated on a multi-disciplinary team that created a fixed-wing drone that placed 17 out of 30 in the international AUVSI SUAS competition
- Configured a Canon S100 camera using Canon Hack Development Kit to capture images at a three second interval, so that the team could find and identify targets of various characteristics

Work Experience

University of Hawaii Publications: Web Team Member May 2016 - Present

- Responsible of maintaining websites of various student media organizations that collectively receive 28,000 views per month
- Provided tech support to the office in the form of troubleshooting computers, password resets, and general computer maintenance

College of Engineering: Software Technical Mentor June 2016 – July 2016

- Provided guidance to high school students that used an XBee transceiver, DC current sensor, 20x4 LCD display, and Arduino Uno to build two devices that wirelessly monitors a circuit's properties and displays them
- Taught students with no prior programming knowledge about variables, data types, conditional statements, loops, functions, and how to program an Arduino Uno

University of Hawaii Loan Collection Office: Office Assistant June 2015 – January 2016

- Responsible for the entry, filing, and organization of student loan information from all University of Hawaii Oahu campuses

Skills

Languages/Tools: C, C++, Javascript, Python, HTML, CSS, git

O.S: RHEL 6.4 , Fedora 24, Debian Jessie, Raspbian, OSX

Classes: Object Oriented Programming, Digital Systems and Computer Design, Discrete Mathematics

Other: Web Development

Student Activities

Institute of Electrical and Electronic Engineers

- Board Member: UHM Student Branch Events Coordinator Aug. 2016 - Present

Electrical Engineering Student Advisory Board

- Board Member: Professional Fees Officer Aug. 2015 – May 2016