NATHANIEL GRIMMETT

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OBJECTIVE

Over the last few years I have acquired a broad technical background that covers both hardware and software. I am passionate about working on complex problems by finding interesting solutions through technology. My diverse experiences include computer vision, game design, object-oriented programing, app development, hardware specifications, and FPGA firmware. I am constantly spending my spare time to further my understanding and improve my skills in these areas.

EDUCATION

BS in Computer Engineering | Brigham Young University – Idaho

ABET Accredited

EXPERIENCE

Computer Engineer | NAWCWD, China Lake CA

FEBRUARY 2021 – PRESENT

Contributed to multiple software programs with the main focus of parsing data transfer from tests, displaying it in user friendly interface both in real time or to be played back, and then porting that data over to a 3D virtual reality simulation.

Built, tested, and implemented two separate hardware configurations that aggregate parallel data inputs and compiles them to be pushed out via an Ethernet package.

Designed, debugged, and integrated various firmware loads on FPGA's to be used to support multiple roles in simulating signals and testing functionality of our main product.

Active member of a committee that improves the hiring, onboarding, orientation, and retention processes for newly hired employees with a focus on those that are recent graduates.

Lead Evaluation Specialist | Brigham Young University - Idaho, Rexburg ID

SEPTEMBER 2018 – JANUARY 2021

Engineered statistics accounting new indicators showing a better correlation for results searched which decreased time to compile statistics from two hours to less than one.

Performed quality assurance tests on an autonomous directory used to house data assessing new procedures on storing data within the system.

SKILLS

- C / C++ / C#
- Java
- Python
- Verilog / System Verilog
- PCB Design
- Agile
- Debugging
- Git
- Logistics / Statistics

OUTSIDE PORTFOLIO

Created a scheduling app with Android Studio using Java allowing patrons to make their own appointments during available time slots to be approved by a secretary.

Part of a team who built a mammoth hunting simulation using C# scripting in a Unity environment while using Python combined with OpenCV for computer vision to track hand motion as user input.