

Kevin D. Conley

EDUCATION	Stanford University , Palo Alto, California <i>Candidate for PhD in Electrical Engineering</i> Graduating May 2017
	University of Pennsylvania , Philadelphia, Pennsylvania <i>Bachelor of Science in Engineering</i> May 2012 Major in Electrical Engineering Minor in Mathematics Cumulative GPA: 3.62/4.00 (Magna Cum Laude)
AWARDS	Second Place, Cornell Cup Embedded Systems Competition, Lake Buena Vista, Florida, 2012 Hugo Otto Wolf Memorial Prize, University of Pennsylvania, Philadelphia, Pennsylvania, 2012 First Prize, PennApps Hackathon, Philadelphia, Pennsylvania, 2011 First Prize, Google Random Hacks of Kindness Hackathon, Mountain View, California, 2011 Grand Prize, World Embedded Software Contest, Seoul, Korea, 2010 Best Presentation, Rachleff Scholars Research Symposium, Philadelphia, Pennsylvania, 2010 Spontaneous Recognition Award, Intel Corporation, Folsom, California, 2008
SKILLS	Electronics: Circuits, PCB Design, Soldering, Oscilloscopes, Multimeters, Function Generators Microcontrollers: Beagleboard, Gumstix, TI MSP430, Freescale HCS12, Arduino Programming: C, Java, Python, Linux, iPhone, Android, Git, Svn, MATLAB, VB, HTML, Haskell
PROFESSIONAL EXPERIENCE	Bump Technologies, Inc. , Mountain View, California <i>Electrical Engineering Intern</i> Summer 2011 Designed electronics for an embedded system that exchanges data with users via the Bump smart phone app. Wrote daemons in C and built custom Linux distribution. Assisted with mechanical design and assembly. Crimped cables and soldered printed circuit boards.
	University of Pennsylvania , Philadelphia, Pennsylvania <i>Teaching Assistant</i> January 2011 – May 2012 Teaching assistant for undergraduate courses in electrical engineering, including embedded systems, microcontrollers, and C programming.
	<i>Information Technology Manager</i> September 2009 - May 2011 Interviewed, hired, and managed six computer technicians. Serviced students' computers, including virus removal, Internet setup, and data recovery.
	<i>Research Assistant</i> July 2009 - August 2010 Designed AutoPlug (www.autoplug.org), an open-source, automotive architecture for plug-n-play services. Prototyped hardware design and programmed Linux applications for Beagleboard computing platform. Documented an API for third party developers and created demonstration iPad app for vehicle diagnostics. AutoPlug won the grand prize at the 2010 World Embedded Software Contest in Seoul, Korea against teams from China, Germany, India, and Japan.
	Intel Corporation , Folsom, California <i>Graphics Architecture Intern</i> Summer 2008 Assessed the effectiveness of Intel's proprietary video codecs. Created a process that Intel uses to categorize video content based on attributes.
	<i>Chipset Validation Intern</i> Summer 2007 Wrote hardware debug utility programs using Visual Basic to support Intel's In-Target Probe (ITP) platform