

CARL MONTGOMERY

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EDUCATION

Louisiana State University A&M

Fall 2016 - Fall 2011

- Bachelor of Science in Computer Engineering
- Computer Science minor

WORK EXPERIENCE

LSU Digital Media Arts and Engineering - Undergraduate Research Assistant

Dec - Sept 2016

- Assisted with research on human-computer interaction at the Tangible Visualization Lab
- Developed software for virtual posters, specifically content for laser interferometry research conducted at LSU
- Designed and constructed prototypes for custom tangible hardware
- Proofread/edited graduate-level research on HCI

Camp Lokanda (Glen Spey, NY) - IT/AV Specialist and Counselor

Summer 2016, 2015

- Maintained Lokanda's DSL Network, computers, and A/V equipment
- Counseled boys aged 11-12

Apple, Inc - At Home Advisor

Feb 2014 - May 2013

- Worked on a support team, providing technical assistance to Apple customers for issues with Mac computers and iTunes accounts via phone and remote access tools

SKILLS

- Proficient in Java (including Android development) and familiar with Ruby, Python, Javascript, Matlab, SystemVerilog, and MIPS assembly
- Experienced in embedded system design and programming Atmel microcontrollers
- Familiar with markup languages and serialization protocols such as HTML, YAML, JSON, and XML
- Experienced programming on multiple operating systems: Windows, OS X, and Linux
- Hands on experience designing circuit boards in EagleCAD and fabrication/soldering

DESIGN EXPERIENCE

Bike Box - Senior Design at LSU

Dec 2016 - Jan 2016

- Objective Statement - "The Bike Box strives to improve the safety of riding bikes by improving visibility, detect approaching cars, and offering power alternatives"
- Served as the Android application developer and microcontroller programmer on a multi-disciplinary team of electrical and computer engineering seniors