TOR SAXBERG

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Professional Summary

Computer and electrical engineering student skilled in planning, optimizing, and debugging programs, as well as designing and testing circuits. Results-oriented, self-motivated, and collaborative with teams.

https://www.linkedin.com/in/torsaxberg   https://github.com/Tor-Saxberg   http://torsaxberg.wixsite.com/portfolio

Accomplishments

- Building a website from scratch to learn web technologies and practices. Learning Ruby on Rails
- Team and solo projects, including derived classes game and implementing a binomial tree.
- Self-taught Python 3; created a fully featured "Alien Invasion" arcade game. Refactored for readability
- Arduino projects using motors, sensor, circuit elements with handwritten code. Working on bluetooth
- Implemented a computer architecture for load, store, branch-equal, jump, add, and subtract on FPGA

Work History

3rd Degree Instructor
Pro TKD Center – Mclean, Virginia
- Taught children and adult students up to black belt level
- Developed lesson plans, adjusted classes to student needs
- Introduced new methods of instruction

Education

Bachelor of Science: Computer Science and Engineering
Santa Clara University -
- Web Design and Development
- Advanced Data Structures and Algorithms
- Computer Networks
- ARM Assembly
- Operating Systems

Bachelor of Science: Electrical Engineering
Santa Clara University -
- Digital Systems Architectures
- Electromagnetics
- Electronic Circuits
- Advanced Circuit Analysis
- Digital Integrated Circuit Design

Skills

- C, C++, python, ARM assembly
- HTML , CSS, J.S, PHP, SQL, Ajax
- Web Design front end and back end
- Networking and multithreading
- Circuit analysis, logic design, and Arduino

- Python machine learning (senior design)
- Image processing (senior design)
- Electrical lab experience
- Troubleshooting and debugging
- Planning and refactoring

Interests

Santa Clara University orchestra harpist
Ceramics sculpture artist
Hoping to develop a neural interface to naturalize technology