

Sara Adkins

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Education

University of Southern California

Fall 2005 – Present

Degree in progress: B.S. Computer Engineering & Computer Science, expected May 2009

Viterbi Deans List (GPA 3.5 or above) – Fall 2006, Spring 2007, Fall 2007, Spring 2008

Major GPA: 3.626, USC GPA: 3.399

Experience

USC Information & Technology Services

Fall 2007 – Present

Computer Consultant in the Customer Support Center & Help Desk in Leavey Library: answer calls, solve computer- and network-related questions and problems

Willow Glen Books

Summer 2001 – Present

Web Master: Designed and HTML-coded informational website for small business: www.willowglenbooks.com

Other Responsibilities: Customer Service, Telephone Reception, Data Entry, Message Delivery, Errands, Book Shelving

USC Center on Public Diplomacy

Fall 2005 – Fall 2007

Budget Assistant: reconciled purchases, balanced budget, filed expense reports, processed bill payment and travel expense reimbursement

Other Responsibilities: Telephone Reception, Message Delivery, File Sorting, Errands

Skills

Computer Languages: C, C++, C#, Java, HTML, JavaScript, SQL

Operating Systems: Windows XP, Windows Vista, Mac OS X, Unix

Software: Powerview Viewdraw ePD, Processing 1.0, Microsoft SQL, Adobe CS3, Final Cut Studio 2, MS Office

Hardware: Oscilloscope, Logic Analyzer

Relevant Coursework

Senior Capstone: Embedded Systems Design (MC908JL16)

Spring 2009

Introduction to System Design using Microprocessors

Spring 2009

Computer Graphics (Processing 1.0, OpenGL)

Spring 2009

Interactive Multimedia Production (Adobe CS3, Final Cut Studio 2)

Spring 2009

File & Database Management (SQL, C#)

Fall 2008

Computer Systems Organization (MIPS)

Fall 2008

Introduction to Software Engineering

Fall 2008

Operating Systems (NACHOS, C, C++)

Summer 2008

Design & Analysis of Algorithms

Spring 2008

Microcomputer Organization & Programming

Spring 2008

Introduction to Robotics

Spring 2008

Relevant Team Projects

Power Controller for Energy Efficiency: team of 3 engineers working with Marketing and Fine Arts teams to design and build a prototype of a consumer-programmable energy-saving device to control electronics in stand-by mode

Modified NACHOS OS to support thread synchronization with locks and condition variables, multiprogramming, system calls, virtual memory, and distributed networking (C, C++)

Lego Handyboard Robot: designed, built, wired, and programmed a Lego robot with Handyboard for a search and rescue mission to find and deliver victims from inside of a danger zone to safety (C)

Federal Aviation Administration: Team leader of 7 students to design and implement a system for Air Traffic Controllers at LAX with version control (SVN) and unit testing (Java)

Circuit Design & Implementation using ePD: core and top level design in ePD of the game Mastermind for functional implementation on FPGA board.

Visit my USC Webpage for more about projects in-progress: <http://www-scf.usc.edu/~sadkins/>