Joe Michael Allen

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EDUCATION

University of California, Riverside: Ph.D., Computer Science. Target Completion Date: June 2019

University of California, Riverside: M.S., Computer Engineering. June 2016

University of California, Riverside: B.S., Computer Engineering. June 2015. Cum Laude

COMPETENCIES

- Languages: C++, basic Java, basic Python, basic HTML, CSS
- Tools/Software: Eclipse, AVR Studios, Android Studios
- Skills: Embedded Systems, Web Development, Android Development, Databases, Algorithms, Date Structures

TECHNICAL PROJECTS

iOweWho - Web Application: A web based application created to help users manage money between friends

- Worked out the Mathematics behind creating and maintaining bills which includes creating bills that repeated until a specified date using a chronjob
- Implemented the functionality behind searching for and adding friends
- Designed the functionality behind creating groups and creating bills among groups

RLinks - Web Application: A light weight version of Linkedin created to show understanding of databases

- Programmed the functionality of sending, receiving, and interacting with messages
- Designed the interface which allowed users to view and interact with connections
- Worked on the logic behind third-degree connections

UC Lock - Bluetooth Door Lock Embedded System: Device created using Bluetooth to lock/unlock a door based on specific input

- Used an ATmega1284 Microcontroller with USART for all the logic
- Used a Bluetooth Module to transfer data from an Android application to the microcontroller
- Used a Stepper Motor to make the lock turn based on proper input

Family Locator - Android Application: An Android application created for users to monitor friends and family

- Implemented the "Circles" feature which includes adding, viewing, and removing different "Circles" the user wants
- Created and developed all aspects of the Messaging feature. This includes creating, viewing, and sending messages

LED Platform Jumper - Embedded System: Game using various hardware and software components

- Used an ATmega32 Microcontroller for all the logic of the system
- Used an 8x8 LED Matrix to display the game

WORK EXPERIENCE

Resident Advisor, Residential Life and Services, University of California, Riverside (Sept 2015-June 2016)

Respond to concerns, questions, complaints, and emergencies within the community

Highlander Orientation (Family Orientation Program Assistant), Student Life, University of California, Riverside (Jan-Aug 2015)

Assisted with the planning and implementation of the Family Orientation and the Spanish Language Orientation sessions

BCOE Ensure Peer Leader Bourns College of Engineering, University of California, Riverside (Sep 2014-May 2015)

• Facilitated group sessions regarding transitional, academic, and college ready skills relating to the field of Engineering

LEADERSHIP

Vice President, Swipe Out Hunger, University of California, Riverside (Sep 2015 – Present)

A service organization which converts unused meal-swipes to money to feed the homeless around Riverside

First-Year Mentor, Student Life, University of California, Riverside (Sep 2013 – June 2014)

Mentored students through their first year in college; exposing them to resources and teaching them how to be successful

Professional Development Captain, Tau Beta Pi, University of California, Riverside (Sep 2014 – June 2015)

• In charge of events to advance personal development and professional advancement