

Colin Suckow

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Github: <https://github.com/Colin-Suckow>

Education

Oregon State University - Cascades, Bend, OR
B.S. in Computer Science, Cumulative GPA: 3.58

September 2018 - June 2022

Work Experience

United Launch Alliance, Centennial, CO
Embedded Software Engineer

November 2022

- Developed safety-critical C++ software to integrate new avionics hardware with ground systems, enhancing operational safety and efficiency for launch operations
- Lead design reviews with internal and external stakeholders to align system requirements and software design
- Designed and executed automated software qualification tests using Python, streamlining the testing process and ensuring robust software performance

Novunex, Bend, OR
Software Development Intern

September 2020 - June 2021

- Improved customer efficiency by digitizing their business process' with SQL, JavaScript, HTML and the Novunex Quality Management System

SiCamore Semi, Bend, OR
Software Engineering Intern

December 2019 - March 2020

- Created technician kiosk for tracking wafers in semiconductor foundry using Python and a Raspberry Pi
- Increased usability of internal web-based quality management system by implementing features and bug fixes with SQL and JavaScript
- Designed and built an equipment status indication system using embedded Linux and Python to increase production efficiency

Camp Creative, Bend, OR
Software Development Intern

May 2019 - December 2019

- Implemented a proof of concept mobile client for web service with React Native
- Contributed patches to open source React components to increase compatibility with legacy web browsers
- Designed and implemented search functionality in an existing React web application using Algolia search API

Personal Projects

PlayStation Emulator | Rust

<https://github.com/Colin-Suckow/vaporstation>

Software interpreter that simulates the internal components of a Sony PlayStation, including the MIPS CPU, GPU, DMA controller, math accelerator, CD-ROM drive and video decoder. Capable of running many commercially released games

STM32 Music Synthesizer | C

https://github.com/Colin-Suckow/STM32_Synth

16 channel MIDI synthesizer written to run on an STM32 microcontroller. Listens for MIDI commands over a serial port and outputs synthesized music with an onboard digital to analog converter

FPGA VGA Display Driver | Verilog

https://github.com/Colin-Suckow/fpga_vga_display

Synthesizes a VGA video signal and displays graphical content on a monitor. Display commands are received via an SPI interface. Runs on an Altera FPGA