



James McGinness
Electronic Systems Engineer



PROFILE

LOVE TO LEARN: I am a life-long learner who is constantly looking to improve and invent. I enjoy the challenges of development of all types of technology, including software, hardware, and mechanical systems.



CONTACT ME



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7641 Haldor Place
Buena Park, CA



PROFESSIONAL SKILLS

- PROGRAMMING
- SYSTEM DESIGN
- ELECTRICAL CAD
- 3D CAD
- FPGA



WORK EXPERIENCE

- FREELANCE DEVELOPER / JUN 2011 - CURRENT**
Web Developer: Developing custom promotional sites and Social Media presence for clients.
- FREELANCE COMPUTER TECHNICIAN / JUN 2011 - JUL 2014**
Technician: Servicing, designing and repairing computers and networks.
- ARBONNE, LLC / JUL 2014 - CURRENT**
WEB PROGRAMMER: Developing custom marketing tools and custom content management systems



PERSONAL SKILLS

- LEADERSHIP
- TEAM WORK
- INNOVATE
- CREATIVE



EDUCATION

- BACHELOR'S DEGREE / FALL 2011 - DEC 2017**
Cal Poly Pomona: Emphasizes the application of engineering knowledge and methods to solve technical problems found in modern industry.
- FPGA DESIGN / WINTER 2017**
Cal Poly Pomona: Develop modern FPGA projects on the Zynq platform integrating the fabric with the ARM coprocessor.
- AUTONOMOUS GROUND VEHICLE / SUMMER 2017**
Cal Poly Pomona: Develop an understanding of control and autonomous processing paradigms, mechanical relationships to electronics, and their software components, sensor processing.
- INTRO TO ROBOTICS CONTROL / FALL 2017**
Cal Poly Pomona: Introduction to the science and engineering of mechanical manipulation as the sub-discipline of robotics founded on classical fields such as mechanics, control theory, and computer engineering.



PROFICIENCY

- C, C++, OBJ-C
- BASH
- VERILOG
- PYTHON