

Terry Suereth

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EDUCATION

DigiPen Institute of Technology - *Redmond, WA - Winter 2004 to Spring 2008*

Bachelor of Science in Computer Engineering
Minor in Mathematics

SKILLS

- Firmware and driver development on embedded platforms (experience with ARM-based)
- Maintaining and enhancing large, complex codebases
- Embedded hardware design and debugging
- Writing technical and end-user documentation
- Low-level machine programming (experience with ARM, HC12, MIPS, PIC, PowerPC, Z80)
- High-level computer programming (experience with C, C++, C#, Java, MATLAB, Perl)
- Web development (experience with HTML, Javascript, MySQL, PHP, Perl/CGI)

PROFESSIONAL EXPERIENCE

Software Engineer, Nintendo of America - *Redmond, WA*

May 2009 to Present

Employed as a contract engineer on the Nintendo Travel Network.

Embedded Software Engineer, Adeneo Embedded - *Bellevue, WA*

May 2008 to April 2009

Became resident expert on the Microsoft .NET Micro Framework, and took charge of maintaining, updating, and adding to ARM-based ports of the .NET MF. Implemented basic hardware/peripheral drivers as well as new features including audio playback and PWM control. Developed documentation, acted as technical customer support, and assisted in project management and roadmap planning.

Associate Engineer, Nintendo Software Technology - *Redmond, WA*

Summer 2006, May 2007 to May 2008

Performed research and development for 'Virtual Console' Nintendo 64 emulation on the Nintendo Wii. Designed and developed machine-level testing software for MIPS, and machine- and C-level emulation software for PowerPC, used in some N64 Virtual Console releases including Mario Golf.

Programmer/Independent Contractor - *Lebanon, PA*

May to August 2005

Assisted developing Simtalk "Bibli" software, to assist readers with visual and learning disabilities. Implemented Perl utilities to convert legacy HTML content into a new XML backend, and modified the PHP frontend for more ideal end-user (and cross-platform) behavior.

RELATED EXPERIENCE

Engineering Lab - *DigiPen Institute of Technology*

Implemented microcontroller-based software frame buffers, 2D graphics drivers, and touchscreen software for color LCD modules. Assisted in the design of embedded microcontroller-based platforms including a DIY cellular phone.

Class Projects - *DigiPen Institute of Technology*

Completed several design- and development-intensive class projects, including socket-based network programming, machine-level game programming for the Game Boy Color, artificial intelligence pathfinding algorithms, and image processing software using neural networks for identity recognition. (Transcript available upon request.)

Web Development - *Personal*

Designed and implemented MySQL database-driven interactive websites, with dynamic GUI elements through HTML and Javascript.