



# Osman Celimli

## E-mail Address

[TailChao@gmail.com](mailto:TaiChao@gmail.com)

## Websites

<http://www.tailchao.com/>

<http://www.penguinet.net/>

## OBJECTIVE

To obtain a full-time position pertaining to hardware or low-level software development, with a focus on interactive media. Currently available following May 25<sup>th</sup> 2012.

## EDUCATION

**-Rochester Institute of Technology, Rochester, NY**  
Degree: Bachelor of Science  
Major: Computer Engineering, Fifth Year.  
GPA: 3.04

## ABILITIES

**-Programming Languages (High Experience):**  
\*Assembly Language (8 years, primarily 6502 and 68000 derivatives)  
\*C (3 years)  
\*VHDL (3 years)

**-Programming Languages (Proficiency):**  
\*Java (4 years)  
\*C#  
\*FORTH

**-Embedded Platforms:** Sony PSP, Super Nintendo Entertainment System, Atari Lynx, and Motorola 68HC12.

**-Software Tools:** Microsoft Visual Studio, Apple XCode, IAR Embedded Workbench, Altera Quartus II, ModelSim, Adobe Photoshop.

**-Equipment/Hardware Expertise:** Sony DTP-T1000 PSP Development Tool, Altera Cyclone FPGAs, PALs, HP/Tektronix Oscilloscopes, Multimeters, Data Probes, and Function Generators.

## EXPERIENCE

**-Measurement & Control Internship, General Electric Energy**  
(Billerica, Massachusetts), September 2011-November 2011.  
Embedded hardware and software development for gas flow meters focusing on the integration of a discrete DSP with an existing microcontroller-based platform.

**-SDET Internship, Microsoft Dynamics**  
(Bellevue, Washington), June 2011-August 2011.  
Designed and implemented a Semantic Stack test suite for the Dynamics AX software focusing on composite execution behavior and contextual navigation.

**-QA Internship: Rochester Software Associates,**  
(Rochester, New York), December 2010-February 2011.  
Designed and implemented automated test cases for the WebCRD print software. Evaluated third party software and pre-written test cases.

**-Lead Designer/Programmer: "Zaku" for the Atari Lynx, Super Fighter Team**  
(Santee, California), 2006-2009, Contracted Developer (PenguinNet)  
Managed the design, development, and team dynamics of a new game product for Atari's legacy console. The title shipped on October 24th, 2009 and was met with positive reviews. Primary duties were writing game engine code and hardware drivers in assembly language.

**-Software/Hardware Internship: Separation Technologies LLC,**  
(Needham, Massachusetts), June 2008-August 2008.  
Designed and integrated a new temperature monitoring PLC. Wrote diagnostic and data logging utilities for ash separators. Updated UI Design for separator control panels.

## NOTABLE PROJECTS

**-HandyMusic Sound Suite for Atari Lynx (Independent Study):**  
A music and sound effects suite for the Atari Lynx based upon macro instruments. Lynx driver written in 6502 assembly and PC side tools written in C. Tracker currently under development.

**-PD82 Phase Distortion Synthesizer (Digital Systems Design, RIT CE Dept.):**  
A 2-Operator, 8-Channel Phase Distortion audio synthesizer interfaced with a CPU. Written in VHDL, synthesized on an Altera DE2 board, and tested with an interface to a Super Nintendo.

**-SRE 2D Rendering Engine for PSP (Independent Study, RIT CS Dept.):**  
A 2D Rendering Engine for Sony's PSP platform, based upon tile graphics. Designed to simplify the transition between tile and triangle primitives.