



Osman Celimli

Computer Engineer, Animator, Game Designer

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OBJECTIVE To obtain a co-op position in hardware design/development, software design/development, testing, system administration, or electronic game design. Currently available from November 21st 2010, to March 6th 2011.

EDUCATION -**Rochester Institute of Technology**, Rochester, NY
Degree: Bachelor of Science
Major: Computer Engineering, Fourth Year.

ABILITIES -**Programming Languages (High Experience):**
*Assembly Language (7 years, primarily 6502 derivatives)
*C (2 years)
*VHDL (2 years)
-**Programming Languages (Proficiency):**
*C++ (2 years)
*Java (3 years)
-**Embedded Platforms:** Sony PSP, Super Nintendo Entertainment System, Atari Lynx, and TI-eZ430.
-**Software Tools:** Microsoft Visual Studio, Apple XCode, IAR Embedded Workbench, Altera Quartus II, ModelSim, Eagle, Adobe Photoshop, Adobe Flash, and Adobe Dreamweaver.
-**Equipment/Hardware Expertise:** Sony DTP-T1000 PSP Development Tool, Altera Cyclone FPGAs, PALs, HP/Tektronix Oscilloscopes, Multimeters, Data Probes and Function Generators.

EXPERIENCE -**Internship: Separation Technologies LLC (A Titan America Company)**, (Needham, Massachusetts). June 2008-August 2008.
Designed, constructed, and integrated temperature monitoring PLC for existing coal ash separator. Wrote diagnostic and data logging utilities for ash separators using Ladder Logic and WonderWare Suite. Updated UI Design for separator control panel.
-**Lead Programmer/Designer: "Zaku" for the Atari Lynx**, Super Fighter Team (Santee, California), 2006-2009. Contracted Developer (PenguinNet)
Managed the design, development, and five person team dynamics of the new game product for Atari's legacy console. The product shipped on October 24th, 2009 and was met with positive reviews. Primary duties were writing game engine code and hardware drivers, both in assembly language.

NOTABLE PROJECTS -**PD82 Phase Distortion Synthesizer (Digital Systems Design, RIT CE Dept.):**
A 2-Operator, 8-Channel Phase Distortion audio synthesizer which may be 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.

RELATED COURSEWORK

- Computer Science I through IV
- Operating Systems
- Differential Equations, Multivariable Calculus
- Project Based Calculus II and III
- University Physics I through III
- Linear Algebra
- Assembly Language Programming
- Computer Organization, Architecture
- Hardware Description Languages
- Applied Programming, DSP
- Digital Systems Design
- Circuits I, II, Electronics I
- Interface & Digital Electronics*
- Intro to Animation
- Embedded & Real Time Systems*
- Drawing for Animation: Dynamics
- Data & Computer Communications*

*To be completed November 2010.