

# Mark W. Sherman

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## ACADEMIC BACKGROUND

Bachelor of Science, Electrical Engineering & Computer Science, August 2006  
University of California (UC), Berkeley, GPA 3.0

## EMPLOYMENT HISTORY

**Software & Electrical Engineer / Network Administrator**, July 2006 - Present

**Alpha Scientific Electronics**, Hayward, CA

Design and implement complex embedded software for power supply control.

Conduct testing of industrial power supplies for medical, government, military and academic use.

Maintain company network and servers.

Interact with external customers to develop product designs and troubleshoot.

**Computer Programmer**, Summers of 2001, 2002

**KISS Institute for Practical Robotics**, Norman, OK

Ported firmware code between educational robotics platforms (MIT Handyboard to LEGO RCX).

Wrote documentation for and presented robotics training courses to high school students and teachers.

**NASA Student Intern**, Summer of 2000

**NASA Ames Research Center**, Moffett Field, CA

Summer internship developing software and educational materials for the NASA Robotics Education Project.

Worked as part of small team of programmers and technical writers.

Developed novel control system for behavior-based robots.

## TECHNICAL SKILLS

**Programming Languages:** C/C++, Java, Matlab, Verilog, FORTH, x86/HC11/MIPS Assembly Languages, PostScript, MS-DOS Batch, BASIC (many versions, including VB).

**Operating Systems:** Windows Vista, XP, 2000, 9x, 3.x, DOS, Linux, Solaris, Mac OS-X.

**Embedded Systems:** Windows CE, embedded DOS, PIC controllers, BASIC stamps & variants, CAMBASIC, FORTH interpreters, HC11 systems.

**Protocols & Libraries:** TCP/IP, standard C libraries, Win32, OpenGL, GPIB, RS-232, Unix syscalls.

**Computer Hardware Skills:** Building and troubleshooting IBM-PC.

**Software Suites:** Adobe Photoshop, GIMP, Inkscape, CorelDRAW, Microsoft Office, Open Office.

Common Unix and DOS utilities.

## NOTABLE PROJECTS

Implemented 32-bit CPU in Verilog on a Field Programmable Gate Array.

Developed hardware-accelerated rendering engine on PlayStation 2 hardware.

Assisted development of software for Advanced Light Source power supplies at Lawrence Berkeley National Lab.

Created drop-in replacement software & controller running at NIST.

## ACTIVITIES AND COMMUNITY SERVICE

Berkeley Animal Shelter Volunteer, 2006-2007

UC Berkeley Anime Club Member, 2004-2006