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## Education:

### **Rochester Institute of Technology**

B.S. in Computer Engineering Technology

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## Objective:

I am seeking a full-time position where I can utilize my low-level embedded systems skills to contribute to an innovative team creating a revolutionary product of the future.

## Work Experience:

### **Embedded Software Engineering Co-Op at Nest Labs**

(May 2016– August 2016)

- Designed and implemented a secure network credential update system over a Thread (802.15.4) network for Thread and Weave-enabled home devices
- Contributed to the Nest Weave networking library

### **Software Engineering Co-Op at Intuit**

(July 2015 – December 2015)

- Worked on the TurboTax Mobile project for iPhone and iPad devices
- Contributed as a member of a productive team following the Agile management philosophy

### **Software Engineering Co-op at Hudl**

(June 2014 - August 2014; remote work until June 2015)

- Wrote native host software to communicate with an RS232-based remote control
- Worked on the core team replacing an old Silverlight interface with an HTML5 one
- I worked as a remote employee until June 2015

### **Software Design Co-Op at Involution Studios Boston**

(June 2013 – August 2013)

- Designed and released an iOS game (Runnan), contributed to another in-house project (Dojo)

## Skills and Interests:

- C, C++, Objective-C, VHDL, Python, Java, Javascript, Git
- Experience working with embedded platforms in C / minimal Assembly (Motorola 68000, MOS 6502)
- Digital logic / HDL, PCB and Schematic design and layout

## Projects:

### **Ghost in the Machine** - <http://mikejmoffitt.com/gitm>

- Original PC game on all platforms, with an engine written from scratch in C++
- Published on Steam, ported to iOS devices and released on the Apple app store

### **NeoVGA** - <http://mikejmoffitt.com/wp/?p=277> and <http://hackaday.com/2014/05/20/neo-geo-gets-line-doubled/>

- Digital video line doubler / scaler targeting Neo-Geo, CPS2, and Nintendo 64
- Zero latency, lossless scaling algorithm that doesn't require a framebuffer
- Written in VHDL targeting an FPGA, built on a custom PCB designed and successfully used

### **Lyle in Cube Sector** – <https://github.com/Mikejmoffitt/LICS>

- Port of freeware game software to Sega Genesis (low-end platform from 1989)
- Written in C, runs on bare hardware without an operating system