Emmanuel Boruett

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EDUCATION

SWARTHMORE COLLEGE

Bachelor of Engineering and Mathematics

GPA: 3.7/4.0

Relevant Coursework: Embedded Systems, Mobile Robotics, Data Structures and Algorithms, Differential Equations, Electromagnetic Field Theory, Microelectronics, Digital Signal Processing(Spring 2025)

Tools & Languages: C/C++, Python, Matlab, VSCode, Oscilloscope, LTspice, Spectrum Analyzer, Signal Generator WORK EXPERIENCE

Jamii Telecommunications Limited

Electrical Engineering Intern

Nairobi, Kenya Jun 2024-Aug 2024

Nairobi, Kenva

 Optimized GSM and LTE networks, improving KPIs such as Mobility, Accessibility, Retainability, and Service Integrity, resulting in a 5-10% enhancement in overall network QoS and User Experience (UX)

 Conducted network capacity dimensioning, successfully mitigating capacity bottlenecks, contributing to a 15% increase in network capacity utilization

• Resolved network and service degradations, ensuring 99.5% uptime through proactive troubleshooting and escalations to relevant teams

· Addressed customer complaints through physical network optimizations, enhancing coverage in problem areas, and reducing customer complaints by 8%

Kaizen Electronics Limited

Embedded Systems Intern

May 2023-Aug 2023 Contributed to the development of stable firmware for the revolutionary product ModPower, reporting directly to the

CTO on BIOS development and testing for deeply embedded and RTOS systems

 Gained experience with modems in Linux, including kernel driver and module development, and cross-compilation of C and Python modules using the OpenWRT SDK

 Worked primarily with Texas Instruments MSP430, developing and testing USB serial interfaces, RTC, e-ink displays, I2C and SPI communication, solar charging, power management, timers, and watchdogs

• Developed expertise in power management and control, RTC, remote firmware updates/OTA BSL, and other critical embedded system functionalities

PROJECTS

Cuda Accelerated Ray Tracer

 Developed an efficient ray tracing engine using NVIDIA CUDA, accelerating the rendering process by parallelizing ray-geometry intersection calculations across GPU cores

 Integrated complex lighting models such as Phong and Blinn-Phong shading, enabling realistic lighting, shadows, and materials like glass, metal, and transparent objects

 Utilized CUDA streams and asynchronous computation to maximize GPU efficiency, overlapping computation and memory transfers for smoother and faster rendering

 Optimized GPU memory management using CUDA's shared memory and texture memory, significantly reducing memory access latency and improving computational throughput

Wave Propagation Modeling

 Developed a MATLAB program to model the propagation of electromagnetic waves in various media, focusing on different scenarios such as free space, dielectric materials, and lossy materials

 Implemented numerical methods such as the Finite Difference Time Domain (FDTD) and Finite Element Method (FEM) to simulate wave propagation characteristics and boundary conditions

 Analyzed wave behavior under varying conditions, including changes in frequency, angle of incidence, and polarization, utilizing graphical representations to illustrate results

 Investigated practical applications, such as radar wave propagation in urban environments, analyzing multipath effects and signal fading to inform design strategies for communication systems

Buck Converter PCB Design

 Designed and laid out a PCB for a buck converter using KiCAD, ensuring efficient voltage regulation for power supply applications

· Selected and integrated key components such as inductors, capacitors, and MOSFETs, optimizing for size and cost without compromising performance

 Conducted detailed circuit analysis to determine power requirements, ripple voltage, and efficiency, ensuring the design met operational specifications

• Implemented a feedback control loop to maintain stable output voltage across varying load conditions, utilizing compensation techniques to enhance transient response