

# George Robert Harris III

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**OBJECTIVE** To **solve problems** in Software Engineering, Graphic, and Digital/Analog IC Design

**EDUCATION** **University of Central Florida**  
Master of Science in Computer Engineering Expected Spring 2005  
Course Emphasis in Computer Architecture, MOS Circuit Design, and Software  
GPA 4.0/4.0

Bachelor of Science in Computer Engineering received May 2000  
GPA in Major 4.0/4.0 Overall GPA: 3.87/4.0

**& AWARDS** **UNDER-** Magna Cum Laude  
**GRADUATE** Tau Beta Pi Honor Society  
**HONORS** Eta Kappa Nu Honor Society  
UCF Dean's List (ten of ten semesters)  
UCF President's List (seven of ten semesters)  
Recipient of G.T. Willey Lockheed Martin Scholarship  
Graduated with Honors in the Major from the Honor's College  
IEEE Orlando Chapter: Outstanding Undergraduate Student Award 2000  
Awarded 3<sup>rd</sup> Place in the College of Engineering for Undergraduate Thesis  
Recipient of Florida/Canada Linkage Out-of-State Tuition Exemption (4 years)

**GRADUATE HONORS & AWARDS** Recipient of the Provost Fellowship for Fall 2000 and Spring 2001  
Recipient of the Research Assistantship Fellowship for Fall 2001 and Spring 2002  
Center of Advanced Transportation Systems Simulation (CATTs) Scholarship  
National Amateur Baseball Federation (NABF) Scholarship  
Frank Hubbard Engineering Scholarship  
Research Assistantships under advisors Dr. R. DeMara and Dr. H. Klee

**MEMBERSHIP & ACTIVITIES** Member of the Institute of Electrical and Electronics Engineering (IEEE)  
Held Position as President of IEEE Computer Society: UCF Chapter  
Member of UCF Baseball Club and NABF Orlando

**RESEARCH EXPERIENCE** Conducting Clockless Processing Research in the areas of Digital Design, Busing and Analog-to-Digital Conversion for industry funded Theseus Logic Inc.  
Emphasis on the creation of novel transistor and RTL level designs

Real - Time Driver Simulation Research funded by CATSS  
Real – Time 3D Geo-specific Database Creation for several FDOT funded projects  
Scripting real-time scenarios for internal and external research programs

**SKILLS** Thorough experience in programming languages ranging from the lowest to the highest levels, such as Assembly, Fortran, C, C++, Java, MFC's, HTML, etc.  
Heavily experienced with Hardware Description Languages and SPICE tools, such as VHDL, Verilog, CADENCE, as well as the theory associated with each  
Real - Time Simulation experience includes system design/maintenance, graphics design using Creator, 3DMax, and scenario creation using C, Vega, and Performer

Competent in the fields of Mathematics, Physics, and Electrical Engineering

Fluent in English and in French

**PERSONAL**

Canadian Citizen, Excellent Health, Willing to Travel