

# Monty Choy

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San Francisco, CA

[montychoy.com](http://montychoy.com) | [linkedin.com/in/montychoy](https://www.linkedin.com/in/montychoy) | [github.com/mochoy](https://github.com/mochoy) | [suild.com](https://suild.com)

## Education

**California Polytechnic State University, San Luis Obispo**

**Expected Jun. 2022 or Dec. 2022**

*Bachelors of Science in Electrical Engineering*

*GPA: 3.90 Major, 3.71 Overall*

- President's List; Hyperloop control systems design lead, SLO Breakers, Yu-Gi-Oh Club

## Experience

### Apple

**Jun. 2021 - Sep. 2021**

*Electrical Engineering Intern - PMU Post-Silicon Validation*

*Cupertino, CA*

- Validated random load transient behavior & performance on multiphase buck converters
  - Developed Python script to randomly generate dynamic loads across hardware configs & PVT while adhering to overcurrent & thermal limitations of the DUT & test hardware
  - Characterized phase shedding behavior & configured distribution parameters to target phase shed timing thresholds & find potential issues in phase shed controllers
  - Automated oscilloscopes in Python to capture & process out-of-spec voltage excursions
  - Analyzed spec-violating transient response behavior & drove cross-functional FA & debug
  - Exposed limitations in test platform hardware & drove improvements for future iterations
- Implemented random load transient methodologies in dynamic aging validation of power bridges

### Microsoft

**Jun. 2020 - Sep. 2020**

*Software Engineering Intern - Surface Duo Firmware Engineering*

*(Remote) Sunnyvale, CA*

- Brought-up, integrated, & developed sensor device driver on Qualcomm Snapdragon SoC
  - Deployed driver for commercialization on the Surface Duo for use by 1M+ customers
- Developed Android app, Android framework, & native libraries for modem NV configuration

### Apple

**(9 months) Jan. 2019 - Sep. 2019**

*Hardware Engineering Intern - Apple TV Hardware Engineering*

*Cupertino, CA*

- Designed electrical, mechanical, & software system to characterize IR performance
- Architected, prototyped, & designed HDMI dev platform PCB. Design lead for DC-DC power, USB, & debug subsystems. Collaborated on high-speed digital (HDMI) & MCU subsystems
- Led validation, debug, & FA efforts: HDMI (CTS), PMU, SoC, SI/PI, UART, NAND, PCIe, power analysis, PDM mic hardware subsystem, & internal layer PCB failure
- Analyzed A-series SoC thermal & power performance across temperature & process corners
- Analyzed test coverage on factory line to ensure correct placement, value, etc. for every component at each test station. Increased component test coverage by over 25%

### Suild

**Nov. 2016 - Jul. 2020**

*CEO*

*San Francisco, CA*

- Designed, coded, manufactured, tested, & shipped pcb-based electronics products implementing AVR MCUs, USB, UART, DC-DC converters, & PID controlled inductive loads
- Shipped 1k+ units to 10+ countries on webstore with 30k+ annual sessions & \$15k+ revenue

## Projects

Find more at [suild.com](https://suild.com) & [montychoy.com](http://montychoy.com)

**Select-Fire Nerf Rapidstrike Kit - [suild.com/shop/4](https://suild.com/shop/4)**

**Jun. 2019 - Jul. 2020**

- Designed PCB-based product for select-fire inductive pusher control in modified Nerf blasters
  - Manufactured, tested, shipped, & sold 300+ units to 10+ countries
- Implemented MCU, DC-DC power, PID inductive drive, and debug hardware subsystems

## Technical Skills

- **Hardware Engineering:** MCUs, I2C, SPI, CAN, USB, UART, HDMI, PCB layout & design, test coverage & HW validation, computer architecture, high-speed design, system architecture
- **Power Electronics:** multiphase buck regulators, inductive MOSFET drives, LiPo batteries
- **Software Engineering:** C, C++, Python, firmware, MATLAB, system architecture
- **Hobbies:** Breakdancing, Yu-Gi-Oh, Call of Duty Mobile (Top 64 in North America)