## Michael T Kosco 122 Avenida Santa Inez, San Clemente, CA. 92672 direct: 949-633-8383 email: mike@chipcraft.com

OBJECTIVE:	Seeking full-time / part-time / consultant / contract work as a digital FPGA, ASIC and/or board design engineer. I specialize in taking a product idea from concept through production in the US or China.
<b>EXPERIENCE:</b> 2017 - 02/2022	<ul> <li>Intellivision Entertainment (VP Hardware Engineering)</li> <li>Electrical Architecture and design (4 PCBAs), Managed Electrical and Firmware Teams, Established and maintained relationships with key component manufacturers / distributors / contract manufacturers.</li> <li>Intellivision Amico Console: Electrical architecture and design. Architecture designed around the Qualcomm APQ-8053 chipset. The console feature set includes: 120GFLOPs GPU, Wifi (2.4G &amp; 5G), Bluetooth 4.3, HDMI@1080p30, 2GB LPDDR3 DRAM, 16GB onboard Flash, RFID Reader, SDCARD expansion slot, USBC expansion port, various I/O for charging controllers and illuminating LED chains.</li> </ul>
	<ul> <li>Intellivision Amico Controller: Electrical architecture and design. Architecture designed around the ESP32 (Wrover E) module. The controller feature set includes: Bluetooth/BLE, 3.2" multi- touch TFT color display, 64-position pressure sensitive DPAD, action buttons, accelerometer, gyroscope, haptic motor, audio microphone, audio speaker, LiPo battery charging circuit, USBC.</li> </ul>
	<ul> <li>Manufacturing Line:</li> <li>Designed several electrical test fixtures for various hardware components.</li> <li>Architected software test applications and database schema for manufacturing lines.</li> </ul>
1998 - Present	<ul> <li>Chipcraft Corp (owner/engineer) www.chipcraft.com</li> <li>General Electrical Engineering design services, including ASIC, FPGA and Board level architecture and design, PCB layout, firmware and software architecture and design, mechanical design.</li> <li>ASIC &amp; FPGA architecture and design: <ol> <li>Various FPGA Designs (Xilinx, Altera, Verilog, VHDL): 60X, AMBA (Master and Slave), DDR3, USB 3.0, NIOS II, MicroBlaze, PCI, SCSI, imaging DSP, Sorter Machine Vision, Cockpit Machine Vision, Optical Mark Recognition, SPI, I2C, GPIO using Xilinx and Altera toolsets. Additional tools include: ModelSim, simplify pro, Verilog XL, NCverilog, Debussy, Timing Designer.</li> <li>Various ASIC (block and complete chip) designs including PCI, SCSI, GPIO and other applications.</li> <li>SCSI Expander core: Designed SPI-3, Ultra-160, multi-mode expander.</li> </ol> </li> <li>ASIC and FPGA trouble shooting. Reviewed and fixed lots of Verilog and VHDL code written by the "other" guy ©.</li> <li>Board level system architecture and design: <ol> <li>Performed hardware design and PCB layout of various boards for clients, including: Multi-Touch touch sensor for up to 80" display panel, 400dpi duplex image scanner, Sorter Machine Vision, XGMII, XAUI (10Gb Ethernet), USB. UTMI.</li> </ol> </li> </ul>

XENPAK, U320 SCSI, Fibre Channel, ATA, Serial ATA, PCI, ISA, Power Supplies, SPI, I2C.

- 2. Developed firmware and functional test applications (single and multithreaded) for various hardware designs in C/C++.
- 3. Designed various ASIC prototype / development boards.
- 4. Performed various FPGA porting from one Xilinx family to another.

#### 2005 - Present Horntones (owner/engineer) www.horntones.com

Created the world's first MP3 enabled Bicycle Horn "Biketones".

- Mechanical Design
  - 1. Performed water resistant mechanical design of Biketones Enclosure using AutoCAD Inventor.
  - 2. Implemented sound function using COT MP3 sound board.

Created the FX-550, the world's first MP3 enabled vehicle horn. Performed virtually every task from concept, patent and design through production in China.

- Architecture and design:
  - 1. Invented and patented the basic concept of an MP3 Enabled Vehicle Horn.
- Board level design:
  - 1. Design and layout of Head Unit board utilizing OrCad and Pads PCB toolsets.
  - 2. Developed manufacture programming and test procedures for china production.
- Firmware design:
  - 1. Wrote design specification for firmware development.
  - 2. Co-authored firmware.
- Web Design:
  - 1. Wrote design specification for website development.
  - 2. Authored entire website utilizing html, php, mysql, flash and actionscript (www.horntones.com).
- Artwork Design:
  - 1. Co-authored Horntones logo using adobe Illustrator.
  - 2. Authored all graphic material including brochures, sellsheets, tradeshow banners and vehicle wrap using adobe Illustrator and Photoshop.

2002 - 2005 Bongosoft Corporation (owner/engineer)

Software Architecture / Design:

- Bongosoft AnitSpam 2004 (BAS)
  - 1. Architected and patented all algorithms used by BAS.
  - Although my true passion is hardware development, I had a wonderful time writing several of BAS's core logic / algorithms in C/C++.
  - 3. Wrote Installshield MSI installer for Bongosoft AntiSpam.
  - 4. Wrote complete context sensitive html help in both "web help" and "Compiled html" (chm) formats using roboHelp.
- Web site design (bongosoft.com and chipcraft.com)
  - 1. Wrote chipcraft.com and bongosoft.com websites using only a text editor (and fireworks for graphics).
  - 2. Have working knowledge of php and mySql.

 1995 - 1998
 Adaptec Inc:
 Engineering Manager / Senior ASIC Design Engineer

- Hired and managed a 6 person ASIC Design Team.
- Lead Architect on 64-bit, 66Mhz PCI / Ultra-3 SCSI ASIC design.
- Retrofitted SCSI ASIC with PCI Power Management (Verilog / Synopsys).
- Active member of the PCI Power Management working group.

- Participated in the definition of a new serial protocol.
- Designed PnP ISA EIDE ASIC. (Schematic / Verilog)
- Patent Granted: (#5,793,236) Dual Edge D Flip Flop
- Patent Granted: (#6,058,436) Ultra-3 SCSI Quick Arbitrate and Select (QAS) Protocol
- Patent Applications Filed:
   1. Ultra-3 SCSI Broadcast Command Packet Protocol

1992 -1995 **Future Domain Corp:** Design Engineer

• PnP (ISA) SCSI ASIC & Board Design

- 1. Designed the host interface (PnP ISA) portion of chip.
- 2. Designed the board products which use the chip.
- 3. Wrote diagnostic and "manufacturing test" software for the chip / boards (C++).
- 4. Coded "end user" configuration utility to program the chip's power up defaults (Assembly / C++).
- 5. Wrote Technical References and User Guides for the chip and board products respectively.
- Responsible for SCSI board designs. PCI / EISA / ISA / MCA
- Debugged and provided solutions for various board and chip products.
- Managed "Document Control".
- Patent Granted: (#5434516) Automatic SCSI Termination Circuit

#### EDUCATION:

- 1991 1992 California State University Fullerton Master of Science in Electrical Engineering with emphasis in Computer Engineering, June 1992 (G.P.A. = 3.75).
   1987 - 1991 California State University Fullerton Bachelor of Science in Electrical Engineering, Jan 1991 (G.P.A = 3.31).
- 1982 1984Saddleback Community College, Mission Viejo<br/>General Education with emphasis in electronics.

#### SPECIAL SKILLS:

#### App Development

Currently working on stock market prediction algorithms using C#.

### **Computer Aided Design Software**

Verilog Simulators (XL, NC, Modelsim, Finsim & VeriBest), Debussy, Signalscan, Xilinx ISE, Synplfiy pro, Synopsys, OrCAD, Concept, AutoCAD, AutoCAD Inventor, Pads PowerPCB, Cam350, Timing Designer, SynapiCAD.

#### **Other Software**

Adobe Photoshop, Adobe Illustrator, Adobe Premier Pro / Encore, Microsoft Office, Adobe Flash, Adobe Dreamweaver, Adobe Fireworks, Visio, UltraEdit, Quickbooks.

#### Platforms

Windows 7/XP/2000/NT/98, DOS, Linux, Unix

#### **Programming Languages**

ASSEMBLY for x86 Processors C#, C/C++, MFC, HTML, Perl, PHP, MySQL, ActionScript

#### **Microcontrollers**

Atmel AVR, PowerPC, Microchip.

#### **HOBBIES:**

Inventing Surfing Snowboarding

#### - REFERENCES AVAILABLE UPON REQUEST -

### **Project:** Intellivision AMICO Video Game Console **Industry:** Video Games

**Utilized Skillset (my portion):** Hardware Architecture (100%), Board Design / 5 PCBAs (100%), Firmware Design (5%), Manufacturing Architecture (100%). **Technologies:** Cellphone chipset architecture, Bluetooth (2.4G) / Wifi (2.4G/5G) RF, HDMI, USB-C, LCD Display, Capacitive Multi-touch sensor, Audio, Accelerometer, Gyroscope, Haptics, LiPo Battery management.





#### Feature-rich Controllers

The Amico controller is designed for functionality and simplicity — with a familiar touchscreen, disc, and motion controls, anyone can join in on the fun.



Wireless Automatic Charging

Simply place the controllers in the console and Amico takes care of the charging. This feature also doubles as a simple way of storing the controllers to keep things tidy.



Immersive LED Lighting

Amico uses unique lighting that not only makes for a fun and memorable gaming experience, but also helps guide players in an interactive way. Project: Biketones By Horntones, Worlds first MP3 enabled bicycle horn
Industry: Bicycle Accessories
Utilized Skillset (my portion): Mechanical Design (100%), Assembly, test and QA procedures (100%). Packaging, Marketing and Sales Materials (100%)
Technologies: Injection Molding, AutoCAD Inventor.



HORNTONES

PO BOX 73996, SAN CLEMENTE, CA, 92673, 702-703-4676 WWW.HORNTONES.COM

Project: Horntones FX-550, Worlds first MP3 enabled vehicle horn
Industry: Automotive Aftermarket
Utilized Skillset (my portion): MPU based Architecture (100%), Board Design (100%), PCB Design (100%), Firmware Design (40%), Software/web Design (100%).
Technologies: MP3 Audio playback, USB OTG, Flash Memory, LCD Panel, Button I/O, Web Based tone compiler.





www.horntones.com





# Project: Scantron Clarity Scanner

**Industry:** Education / Banking **Utilized Skillset (my portion):** CPU based Architecture (90%), Motherboard Design (100%), FPGA Design (100%), Firmware Design (10%), Software Design (50%). **Technologies:** 400dpi duplex Contact Image Sensors, Analog to Digital Conversion, Image DSP, DC motor control, Stepper motor control, USB interface, LCD Panel, Button I/O, Web Based Firmware update function, Web Based FPGA update function, Sensor Calibration Routines.



**Project:** Touchtable TT-32 Multi-touch Touchscreen **Industry:** Military / Commercial

**Utilized Skillset (my portion):** MCU Based Architecture (90%), Motherboard Design (100%), FPGA Design (100%), PCB Layout (100%), Firmware Design (90%), Software Design (50%).

**Technologies:** IR Camera Sensors, Analog to Digital Conversion, Image DSP, Multi-Touch touch-point detection and positional calculations, USB interface, Button I/O, Sensor Calibration Routines.



**Project:** Tialinx Eagle 5 (Switching Power Supply with Lithium Poly Charger) **Industry:** Military **Utilized Skillset (my portion):** Circuit Design (100%), PCB Layout (100%),

Manufacturing / Test (100% / small quantities)

**Technologies:** Lithium Poly Charging Circuit, Switching Power Supplies, DC/DC converters. General I/O.



Eagle5-P

Project: Tialinx Eagle 45-P (USB Keyboard)
Industry: Military
Utilized Skillset (my portion): MCU Based Architecture (60%), Circuit Design (100%),
PCB Layout (100%), Manufacturing / Test (100% / small quantities)
Technologies: MCU based Keyboard, Simple HID windows Driver, General I/O.



Eagle45-W Sensor