HARDWARE DEVELOPMENT
TECHNIQUES & INDUSTRY PRACTICES

Tim Neilsen will present an overview of the process for design, build, test and launch of electronic space systems. The presentation will include how to apply what students are learning to industry practices, techniques that aren’t taught in the classroom, and a few lessons learned. Mr. Neilsen will examine tools and techniques for performing issues tracking, unit testing, code review, static analysis, profiling and continuous integration.

Mr. Tim Neilsen is a program manager at the Space Dynamics Laboratory. Mr. Neilsen received both his bachelor’s in computer engineering and master’s in electrical engineering from Utah State University. He has a diverse background in satellite technologies, space systems engineering, and space environment sciences. Mr. Neilsen has been involved in the design, implementation, integration, test, and calibration of numerous flight missions. His experience with small spacecraft systems, optical and electromagnetic science instruments, and ground systems covers a broad range of applications and programs.

Additionally, he has experience with nanosatellite spacecraft systems engineering, payload interfacing, RF communications, spacecraft navigation, and ground support equipment design. One of his many projects included his work on the Pearl CubeSat. He was responsible for the sensor, payload, and radio interface embedded electronics including design, implementation, and test of hardware, firmware, and spacecraft subsystem interfaces.

Tuesday, September 25, 2018
USU Campus
Engineering Building (ENGR)
Room 203
4:30 - 5:30 PM

Pizza will be provided.

Questions? Contact Matthew Jensen at 435.797.8170 or Brooke McKenna at 435.713.3130 or check the calendar at engineering.usu.edu