ENGINEERING - ELECTRICAL

BASIC SKILLS YOU WILL HAVE AS A FRESHMAN

- Computer: SolidWorks, Microsoft Excel, Outlook, Access, Word, PowerPoint.
- Laboratory: Safety measures, chemical preparation, titrations, documentation.
- Communication: Excellent public speaking, technical writing.
- Other: Organized, problem-solver, good team and leadership skills.

SKILLS YOU CAN ADD AS A SOPHOMORE

- Computer skills - software, hardware, programming languages
- Laboratory skills, sample preparation
- Independent research (library)
- Drawing and mapping

ADDITIONAL SKILLS YOU COULD HAVE BY THE TIME YOU GRADUATE

- MathCAD
- MatLab
- Latex
- C, C++
- LabView
- Mathematica
- Maintain electrical components and assemblies
- Read and adapt blueprints
- Circuit modeling
- Assemble and analyze circuits
- Design and assemble electronic components
- Test electrical circuits and assemblies
- Repair and construct high and low voltage applications
- Engineering economics
- Multidisciplinary experimentation and instrumentation
- Design microcontroller programs
- Implement control systems
- Induction machines
- Industrial Systems Simulation
- Machine shop experience
- Network Analyzer
- Oscilloscope
- Spectrum Analyzer
- stain gauges
- DC machines
- Synchronous machines
- Transformers
- Transmission lines
- Minitab
- MySQL
- PSPICE