

Alex Norris



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Experience



Undergraduate Research Assistant / Software Engineering Intern

University of Missouri-Kansas City

Mar 2021 - Present (10 months +)

- Drone Simulation Library / Unity Game Engine Simulation Visualization: Designed and developed a .NET Standard C# library with the purpose of assisting in running simulations involving drone flight for my undergrad research assistantship. This Library was used to develop simulations which could optionally be run in Unity for visualization.
- Autonomous Drone Swarm: Developed flight decision algorithms to run on drone companion computers using the DroneKit-Python library. Designed an IoT network using the XBee Python API to broadcast commands by RF modules.
- Autonomous Parachute Guidance Unit: Reprogrammed an existing Joint Precision Airdrop System (JPADS) based modular autonomous guidance unit (MAGU) to research different control methods. Developed control algorithms in C.

Education



Metropolitan Community College-Maple Woods

Associate of Science - AS, Computer Science

2017 - 2019



University of Missouri-Kansas City

Bachelor of Science, Computer Science

2019 - 2021

Graduated Cum Laude with a GPA of 3.62

Skills

c • database administration • networking • python • Microsoft Azure • Internet of Things (IoT) • Web Development • ASP.NET Razor • .NET Framework • C#

Honors & Awards



Hack-A-Roo - Third Place Award - University of Missouri-Kansas City

Nov 2021



Cum Laude - University of Missouri-Kansas City

Dec 2021