Shane K. Panter

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https://shanepanter.com

Education

Boise State University — Boise, Idaho
Master of Science in Computer Science — *May 2013*

- Relevant Courses: Topics in Artificial Intelligence, Distributed Systems, Operating Systems, Topics in Machine Learning, Programming Language Translation, Computer Networks, Data Structures and Algorithms
- Thesis topic - Document Classification
- Area of emphasis - Machine Learning
- Deans list with highest honors
- **Graduated: 4.0**

Professional Experience

Boise State University — Boise, Idaho
Lecturer — *August 2013 – Present*

- CS117 C++ for Engineers - S-2014, F-2015, S/F-2016
- CS121 Introduction to Computer Science I - F-2013, F-2014
- CS221 Introduction to Computer Science II - F-2013, S-2014
- CS-HU250 Introduction to Version Control - Su/F-2018, S/F-2019
- CS253 Introduction to Systems Programming - S/F-2014, S/F-2015, S-2016, S/F-2017
- CS354 Programming Languages - S-2016
- CS453 Operating Systems - F-2014, S-2015, S/F-2016, S/F-2017 S/F-2018, F-2019
- CS471 Software Engineering - F-2016
- CS481 Senior Design - F-2016, S/F-2017, S/F-2018, S/F-2019
- CS552 Operating Systems (Graduate) - S-2015, S-2016

Foundation Code — Boise, Idaho
Senior Software Engineer — *September 2012 – Present*

- Managed a team of up to 5 engineers
- Primary architect for custom software solutions in the manufacturing domain
- Responsible for meeting contractual deadlines on concurrently scheduled contracts

Hewlett Packard — Boise, Idaho
System Firmware Engineer III — *May 2011 – September 2012*

- Developed firmware for Enterprise Laser printers
- Responsible for the maintenance and development of the Energy Star® framework components
- Supported marketing and sales to bring critical features and bug fixes to large enterprise accounts
- Designed, developed, tested, and integrated core framework services

Boise State University — Boise, Idaho
Research Assistant — *March 2009 – May 2011*

- Developed a graphical user interface with swing and the Open IDE framework to facilitate document annotation and classification using the MALLET machine learning toolkit
- Designed and implemented a build environment with Ant and Maven for a team of 3 software developers
- Coordinated work with a third party software development company during the life of the Text Annotation (Tapp) project

Technologies

Technologies and languages that I have used over the years in varying capacities.

- **Languages**
  C/C++, C#, Java, LaTeX, SQL
- **Tools and Frameworks**
  git, cmake, hugo, .NET core