

Kevin Carman

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carmank.github.io/Website

Education

Master of Science ▪ Computer Science

4.0 GPA ▪ 2024

Georgia Institute of Technology: Computing Systems specialization

Bachelor of Science ▪ Computer Engineering ▪ Computer Science

3.9 GPA ▪ 2020

Elizabethtown College

Experience

Software Engineer Sr ▪ Lockheed Martin

June 2020 - Present

- **Full-stack** engineering of containerized microservices using Docker, Kubernetes, and Helm
- Architect: Developed processes and solutions that spanned multiple domains
- Scrum master: Agile planning of projects that spanned multiple teams and contractors
- Trusted maintainer of our repositories
- **Top Secret/SCI Department of Defense security clearance**
- Space division focused on the future of space exploration and innovation
- Technical lead of new contract to develop capabilities for what-if scenarios and response plans to positional updates
- Javascript/Java backends, RESTful/AMQP APIs, PostgreSQL/Mongo databases
- Javascript component-based micro-frontends written in LitElement, Angular, and React following material design
- Maintained FIT and E2E testing suites using Cucumber, Jasmine, and Playwright
- Passionate problem solver from bugs to designs to pipelines
- Recognized as peer of the release 2022
- Linting enthusiast

Undergraduate Research ▪ Rutgers University

May 2019 - August 2019

- Algorithmically developed 'Graph Stories' by summarizing corpora generated from massive graphs
- NSF funded individual research applied to graph sense-making projects currently in development
- User interface design and testing for ATLAS and Graph Wave

Engineering TA ▪ Elizabethtown College

Jan 2018 - May 2020

- Engineering/Science lab assistant and tutor in charge of assessing student code, circuits, models, etc.
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Projects

Cosmic

- Fully emulated, lightweight, and cross-platform 8-bit computer architecture designed in C++ with a RISC-like instruction set derived from Zilog Z80 and MOS 6502 microprocessors. Rich GUI developed with ImGui for debugging/testing. Assembler written in Python. Automated CI/CD. Open source

DiddyBot

- General purpose Discord bot written in Javascript, running on node.js, using the Discord.js framework
 - MySQL statefulness. RESTful API integration. Over 50 unique commands of varying complexity from reminders to a logarithmic user interactions based leveling system and economy. Serving over 250 users
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Technical Skills

Languages: JavaScript ▪ TypeScript ▪ SQL ▪ Python ▪ Java

Tools/Software: Kubernetes ▪ Helm ▪ Docker ▪ AWS ▪ Git ▪ LitElement ▪ Angular ▪ Jasmine ▪ Playwright ▪ Cucumber ▪ Linux ▪ Rancher ▪ MS Office