

Daniel R. Murtha

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Skills:

Computer: C, C++, Python, JavaScript, C# .Net Classic/Core, Java, Racket, SQL, Matlab, Haskell

Other: Eagle Scout, AWS Cloud Development, Embedded Systems, Profession Scrum Master I, Japanese, HAM Radio Tech

github.com/Demonslyr



Education:

University of Kansas; Bachelor of Science in Computer Engineering GPA 3.33

Kansas City Kansas Community College; Associates of Science

Study Abroad; Intensive Japanese Language Study

Graduated 2016

Graduated 2010

Summer 2016

Professional Experience:

VinSolutions, Software Engineering Intern, Contractor, Software Engineer I

May 2015 - Present

Mission, KS 66202

- Developed .Net web application with a ReactJS front end to help automate manual deployments that were costing the company thousands of dollars per year in lost dev time.
- Expanded and maintained a developer portal, used by 18 dev teams, which managed the process of application deployments and provided a dashboard with a near real-time overview and history of deployments and app automation.
- Took initiative to build a service layer for the developer portal to replace the integration with Zapier which increased portal responsiveness and reduced costs paid to Zapier.
- Worked with my team to developed the companies first cloud based content management system for storing and serving terabytes of data to handle an ever increasing demand that would overwhelm the companies hardware.

University of Kansas, Undergraduate Research Assistant

June 2014 - May 2015

Lawrence, KS 66045

- Helped to replace FPGA based UAV radar signal processing system with an Nvidia Tegra K1 microprocessor.
- Developed a multi-threaded signal processing pipeline utilizing Boost and FFTW v3 libraries in C++.
- Performed benchmarking and pipeline optimization on code to meet real-time performance benchmarks.

University of Kansas School of Engineering EECS Shop, Senior Student Hire

March 2014 - May 2015

Lawrence, KS 66045

- Operated and maintained the LPKF Circuit mill and provide technical support for Cadence/PSPICE.
- Maintained engineering labs and performed life-cycle replacements for hundreds of EECS workstations.
- Received and track shop inventory.
- Trained new and managed current student hires.

Chief Information Office (G6), Computer Technician

July 2012 - March 2013

Fort Leavenworth, KS 66027

- Held a Secret level security clearance.
- Performed data recovery on users' computers; restoring their files to operations.
- Conducted training for users on multiple devices and subjects.
- Performed tasks involving Hardware/Software troubleshooting, SCCM management, System building, and Life Cycle Replacement.

Projects:

JSho: A JavaScript-based arcade style bullet swarm game utilizing HTML 5 canvas.

RealViz: An audio visualization program for streaming. Utilizes the Minum library with Processing2 on top of Java to generate real-time visualizer from audio inputs using Fourier transforms.

UAV Radar Detection: Augment UAV flight computer with object detection/tracking and collision avoidance utilizing an NVIDIA Tegra K1.

Dev Ops FileSync: C# .Net application to sync Dev and QA servers for application deployments at manual intervals or by automatic schedule.