Emily Dimpfl

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http://emilydimpfl.com/portfolio

TECHNICAL SKILLS

Programming: C, C++, Java

Scripting: Visual Basic .NET, Lisp, Lua, Bash

API: Qt, .NET, VBv6, NI-DAQmx, Newport Agilis, Aerotech A3200, ASCOM, etc.

IDE: Qt Creator, Visual Studio, Eclipse, Xcode

Version Control: Subversion, Git, Mercurial

EDUCATION

University of California, Irvine

Masters in Computer Science and Informatics 2010-2013

Pepperdine University

Bachelor of Science in Computer Science and Mathematics

2005-2010

ACADEMIC HONORS

Litton Endowed Scholarship

Merit Scholarship for Pepperdine University Computer Science and Mathematics Juniors and Seniors, two-time recipient.

2008-2010

Outstanding Computer Science Graduate

Awarded to exceptional Computer Science graduates. Previous recipient graduated in 2003.

2010

PUBLICATION

Automated Generation of Failure Modes and Effects Analysis from AADL Models

Presented at ISSRE 2011, the 22nd annual International Symposium on Software Reliability Engineering. The paper is available at https://wiki.sei.cmu.edu/.../FSW11Hecht-Apr2012.pdf. 2011

The Pep/8 Memory Tracer: Visualizing Activation Records on the Run-Time Stack

Presented at SIGCSE 2010, the 41st ACM Technical Symposium on Computer Science Education. The paper is available at http://pep8-1.googlecode.com/files/Pep81Paper.pdf. 2010

EXPERIENCE

Associate Technical Staff, The Aerospace Corporation, El Segundo, CA

Developer for the Remote Sensing department. Wrote applications, libraries, and drivers used in data capture of rocket plumes, telescope, dome control and sensing software, as well as other motor and sensor systems.

2010-Present

Developer for the Software Analysis department. Wrote applications to assist automated analysis of failure states and effects for software and hardware systems, including analysis for multiple failures and recoveries.

Software Developer, Pepperdine University

Codeveloped Pep/8, an assembler and simulator that simulates assembly and machine code sequences as a teaching tool, available under the GPL at http://pep8-1.googlecode.com. 2009-Present

Codeveloped Pep8CPU, which simulates microcode sequences in the CISC Pep/8 machine as teaching tool, available under the GPL at http://pep8cpu.googlecode.com. 2010-Present

Project Lead, Pepperdine Computer Science Capstone

2010

Created Cahoots, an open source, cross-platform real-time collaborative text editor in conjunction with two other seniors, available under the GPL at http://cahootseditor.googlecode.com.

Graphic Artist, Pepperdine Computer Science Capstone

2009

3D modeling and texturing for the Senior capstone project "The Guardians", a Newtonian space simulator.