# **Robert Smith**

# Senior Software Development Engineer

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#### **SUMMARY**

About 9 years as an energetic professional with proven record of success in different fields of quality. Earned reputation for meeting demanding deadlines and delivering critical solutions on various levels of Quality Control nce in both software and manufacturing environments. Proficient in working with automated testing tools and carrying out Functionality testing, GUI testing, Load and Performance testing, System testing, Integration testing, Security testing and Regression Testing of Client/ Server applications on Windows environment.

#### **SKILLS**

Ruby, Ruby On Rails, MySQL, Javascript, Node.js.

#### **WORK EXPERIENCE**

### Senior Software Development Engineer

ABC Corporation - 2013 - 2016

- Responsible for the overall systems development life cycle
- Developed the long-term strategy for your programs and translate that into an achievable road map/action plan
- Managed and executed against project plans and delivery commitments
- Managed the day-to-day activities of the engineering team within an Agile/Scrum environment
- Managed of departmental resources, staffing, mentoring, and enhancing and maintaining a best-of-class engineering team
- Worked closely with the engineers to architect and develop the best technical design and approach
- Report on status of development, quality, operations, and system performance to management

## Senior Software Development Engineer

Delta Corporation - 2001 - 2005

- Main Project ORT fire control radar for S.A Navy.
- Captured requirements for Communications router, for navel radar tracker.
- Set up networking and target server on development system for Tornado Environment.
- Designed multithreaded software using VxWorks OS.
- Developed communications routing software using OOD and implemented in C++.
- Responsible for the full life cycle of the software from requirements capture(Case tools) to testing Developed device drivers for Concurrent Technologies boards.
- Designed host software to facilitate large number of audio stream decoding and encoding in real time for gaming applications; greater than 300 streams.

#### **EDUCATION**

Certificate in Ruby Programming - 2013(University of Washington)