

Logan Stack

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Detroit, MI 

Work Experience

Software Engineer II – General Motors

Detroit, MI • March 2022 – Present

- Built a RESTful web application for all camera-related software tools using React, Node.js, and Flask
- Automated camera target testing by training a YOLOv7 object detection model and connecting it to a gimbal, resulting in a sub-pixel accuracy of 0.1 and saving 16 hours of testing per camera
- Increased runtime efficiency of a patent-pending modulation transfer function (MTF) algorithm by reducing expensive calculations, resulting in a 55% improvement
- Made applications for lab hardware using Tkinter and DmxPy allowing for automation and easier use
- Developed 6 unique tools in Python for the evaluation of image properties such as noise and clarity
- Designed a demosaicing algorithm to aid in evaluating the color difference of supplier image sensors
- Mentored 6 junior software engineers, supervising their work and career growth

DevOps Engineer – General Motors

Detroit, MI • Sep 2019 – Mar 2022

- Co-authored a Jenkins-based CI/CD pipeline in Groovy, managing 65 vehicle software components
- Utilized Git repository history to automate the generation of release letter content for Electronic Control Units, serving as official business records with 10 new records being generated daily
- Implemented a build error detection system that reports issues directly to the offending user
- Devised a system for automated archival of data to support information lifecycle management policies

Software Engineer Intern – Michelin

Greenville, SC • May 2018 – Aug 2018

- Engineered a repository migration application using the Grails framework, enabling the automatic transfer of project data from Subversion to Git
- Created a blockchain app to track resource allocation and perform value analysis using Multichain, MongoDB, Express.js, Angular 6, and Node.js

Education

B.S. in Computer Science – The Pennsylvania State University

University Park, PA • 2015 - 2019

Technical Skills

Languages - Python, Javascript, C++, Java, Groovy, HTML/CSS, MySQL, Lua, Perl, Bash

Tools & Frameworks - Flask, React, Node.js, Electron, Bootstrap, Git, Jira, Jenkins, Docker, Azure, Linux

Certifications - SAFe 5.1 (Scaled Agile Framework), Design for Six Sigma (DFSS)

Projects

shortstack.app React, Flask, PostgreSQL, Render, Redis

- Deployed a URL shortening service to better educate myself on the full stack development process

Connect 4 AI Python

- Wrote Connect 4 using Pygame with an AI opponent based on the Minimax algorithm

Godot Video Game GDScript

- Developing a point-and-click adventure game in Godot inspired by Monkey Island and Grim Fandango