

Robert Farley

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Software Engineer

Dynamic Software Engineer with a robust background in technology and over a decade of problem-solving in high-pressure environments. Skilled at leading development projects with a focus on innovation, secure software development practices, and scalability solutions. Successfully managing over 120 projects and 2 years of software development, I look forward to tackling unique problem sets.

PROJECTS

Galactic Webstore • Apr 2024 - Apr 2024

GitHub Repo - https://github.com/Nomad-Rob/Pokemon_Galactic_WebStore

- Implemented comprehensive features including user authentication, client-side pagination, and an innovative marketplace algorithm which simulates a 24-hour cycle for buying and selling assests.
- Engineered robust backend solutions with Express and Firebase functions, ensuring scalable and flexible data handling with Firestore.

Website Link - <https://galacticwebstore.com/>

The Joy of Painting API • Mar 2024 - Apr 2024

GitHub Repo - <https://github.com/Nomad-Rob/atlas-the-joy-of-painting-api>

- Developed an efficient web service using MySQL, Node.js, and Express, enabling users to interactively filter and manage data about TV show episodes. Implemented complex features such as episode filtering by airdte, subject matter, and color palette, significantly enhancing user engagement and accessibility to specific content.
- Led the design and execution of a custom ETL process, enhancing database efficiency and compatibility, which facilitated data analytics for business insights.

Files Manager • Mar 2024 - Mar 2024

GitHub Repo - https://github.com/Nomad-Rob/atlas-files_manager

- A comprehensive file management system, "Files Manager", utilizing a MERN stack (MongoDB, Express, React, Node.js), enhanced with Redis for efficient session management and Bull for robust background job processing. This project showcased the ability to handle complex user authentication, file uploading, and permission management, significantly improving operational efficiency and user experience.
- Implemented advanced features such as dynamic thumbnail generation for image files and pagination for file listings, ensuring scalability and responsiveness.

Museum of the Imagination • Dec 2023 - Dec 2023

GitHub Repo - https://github.com/Nomad-Rob/Museum_of_the_Imagination

- Led a project for a Christmas-themed virtual exhibit in a 3D Space, coordinating the development of a Three.JS scene, overseeing hosting solutions, and real time rendering of certain features.
- Constructed a Software Design Three.JS environment as part of the Museum of Imagination's Christmas exhibit, showcasing proficiency in 3D graphics programming and front-end development.

SKILLS

API Development, C++, C Programming, CSS, Docker, Eslint, ETL, Express, Firebase, Flask, Git/Github, GNU/Linux, HTML, JavaScript, Jira, MongoDB, MySQL, Node.js, Postman, Python, React.js, Redis, REST, Three.js, Ubuntu, Vite

WORK EXPERIENCE

FlightSafety International • May 2024 - Present
Software Engineer Intern

- I worked collaboratively in a team environment, managing Jira-assigned tasks to address anti-aliasing issues as FSI transitioned their flight simulation systems to Unreal Engine. My role involved researching and implementing cutting-edge techniques, ultimately developing a novel solution that not only met FAA standards but also improved visual quality by 20% over the previous solution.

Oklahoma Army National Guard • Tulsa, OK • Jun 2020 - Oct 2023
Helicopter Pilot UH60M

- Expertly executed numerous movement missions with a UH60M, resulting in efficient and effective transportation. Utilized skills such as Flight Planning, Pre-flight checks, Mentorship, Navigation, System Management, Emergency Procedures, Monitor in-flight data, and flight simulator assessments.

Aegis/ GardaWorld Federal Services • Afghanistan • On-site • May 2019 - May 2020
Designated Defensive Marksman

- Applied mathematical strategies for mission planning and execution, optimizing operational success through geometric and probabilistic analysis accuracy. Streamlined protective security operations for Department of State personnel, achieving a 14% increase in procedural efficiency through detailed data reviews and security enhancements.

Oklahoma Army National Guard • On-site • Nov 2006 - May 2020
Sniper/Scout Platoon Sergeant

Oklahoma Counterdrug Task Force • Oklahoma City, Oklahoma, United States • On-site • Feb 2016 - May 2019
Ground Reconnaissance Team Leader

- Demonstrate comprehensive background in small unit tactical planning, communication systems, map reading, and land navigation to support law enforcement counter narcotic operations within both rural and urban environments across the state of Oklahoma and surrounding states. Provide leadership and mentorship to 8 Soldiers.

Xerox Business Solutions Southwest • Yukon, Oklahoma, United States • On-site • Feb 2015 - Feb 2016
Senior Technical Supervisor

- Led a team of 20, boosting resolution efficiency by 25% through strategic management and innovative problem-solving in technical support operations. Functioned as the interim operations manager, during the absence of the operations manager, to guide all technical supervisors. Directly coordinated with iOS and CPU engineers through help desk tickets to provide technical resolution, as well as with Apple retail upper management for customer resolution.

EDUCATION

Diploma - Computer Science & Full-Stack Web Development in Computer Science
Atlas School • Jan 2023 - Aug 2024

Rigorous 20 month computer science and software engineering school that is project and peer-learning bases with a test data mindset and analytic skills.

Student Life Committee Vice Chair -Advocated for student interests and facilitated communication between students and administration.

May 2024 - Student of the month

VOLUNTEERING & LEADERSHIP

Techlahoma

- Volunteered at 2023 ThunderPlains Conference to support the logistics of the check in process for over 200 individuals.
- Involved with setting up Oklahoma's first state-wide Hackathon