Rex H. Mitchell

256-970-8611 | nogardjmj@gmail.com

Professional Summary

Software engineer excelling at providing high quality solutions with minimal supervision. Experienced mechanical engineer transitioning to a career in software engineering. Skilled in Python. Passionate about process improvement. Looking for a full time software engineering position.

Skills

• Python, Django, AWS, Bootstrap, HTML, CSS

Projects

- **Project Website:** Designed and deployed my portfolio website using Python, Django, AWS, and Bootstrap. Utilized a PostgresSYQL database to serve content. Built the front end using HTML5 and styled it using CSS3.
- **Machine Learning:** Did something fancy with machine learning. Created a project using Keras and some other tools. Did some other stuff. Did some more stuff and even more stuff.
- **Bug/Comment Tracker**: Built a program with a GUI that tracks comments and bugs. Designed using pure Python and Kivy for the GUI. Did some cool stuff. Did even more cool stuff.

Experience

ELECTRICAL DESIGN ENGINEER | DYNETICS | JULY 2019 - PRESENT

- Developed an automated cabling design process using CREO Parametric/Schematics/Windchill
- Drafts and revises electrical wiring schematics to meet government and industry standards
- Expert at tracking and manipulating design data through multiple software packages
- Provides support to electrical, mechanical, and TDP design groups across multiple projects
- Active Secret Clearance

ELECTRICAL DESIGN ENGINEER | BUTLER AEROSPACE | MAY 2017 - JULY 2019

- Praised by customers and colleagues for providing time efficient and effective solutions to problems
- Interpreted and drafted electrical wire routing, installation, and equipment drawings using various CAD software packages and online databases.
- Excellent written/verbal communication skills, taught new hires and composed work reference documents.
- Provided onsite support for wiring installation in Blackhawks

Education

UNIVERSITY OF ALABAMA IN HUNTSVILLE

BS MECHANICAL ENGINEERING | SUMMER 2016 GPA 3.5