RAN CRUMP

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Clearance: SECRET (DoD)

EDUCATION

University of Alabama, Tuscaloosa
December 2023

M.A. in Business Administration

Overall GPA: 3.9

Georgia Institue of Technology, Remote
December 2021

Boot Camp in Cyber and Network Security

Overall GPA: 4.0

University of Alabama in Huntsville, Huntsville
May 2019

B.A. in Art Animation

Minor in Game Development

President of Charger Studios

Officer of Makers Club

Member of IEEE

Member of Art Club

Member of Computer Science Club & ACM

Overall GPA: 2.7

Bevill State Community College, Jasper
May 2016

A.S. in Computer Science

Overall GPA: 2.3

EXPERIENCE

MTSI (Modern Technology Solutions Inc.)
Febuary 2022 - Present

Senior Software Engineer — *Huntsville, AL*

- As a DevSecOps Engineer at MDA, I leveraged my expertise in cloud infrastructure and automation to enhance the security and efficiency of our development processes.
- My role involved deploying and managing IaaS using Terraform and Helmchart across Azure and AWS, ensuring robust, scalable, and secure solutions.
- I collaborated closely with cross-functional teams to integrate security into the DevOps lifecycle, optimized CI/CD pipelines with GitLab, and implemented best practices in cloud security and infrastructure as code.

I3 (Integration Innovation Inc.)
March 2019 - Feburary 2020

Software Engineer — *Huntsville, AL*

- Embedded systems, application engineering for radio and land navigation/GIS implementations, and built many Army data message systems including CoT and VMF.
- Created and maintained plugins for ATAK/WinTAK, VBS3, and GCS simulators.
- Unity Developer supporting many simulation training projects for MQ1-C Grey Eagle for the US Army R&D for VR/XR/AR prototypes for hands on mechanical training.
- Full stack developer/technologist for fielded hardware and software training systems USATT tactical trainers.

Lesink December 2018 - May 2019
Intern Software Developer *Huntsville, AL*

· Developed Unity engine editor tools for development and future proofing code for scaling and sustainability.
· Gameplay scripting and designed terrain art.

Friendly Auto Sales May 2014 - August 2016
IT Technician *Jasper, AL*

· Supported standing up infrastructure and systems for automotive sales.
· Managed our instance of Frazer DMS running on our in-house stacks.
· Trouble shoot electrical and hardware issues.

TECHNICAL STRENGTHS

Computer Languages

C/C++ | C# | Java/Kotlin | JavaScript | Python | SQL | Bash/Batch | HTML/CSS

Protocols & APIs

XML | JSON | SOAP | REST | GraphQL

Databases

MySQL | PostgreSQL | Microsoft SQL

IDEs

Vim | VS/VSX | Eclipse | Coder

Tools

Postman | Wireshark | Ghidra | Fiddler | Git | Docker | Kubernetes | Terraform | Jenkins | LaTeX

Cloud

Azure IL2/IL5/IL6 | AWS GovCloud | Linode | DigitalOcean

Frameworks

Unity | Processing | P5 | React/React-Native | Angular | Express | TensorFlow | SKlearn | Spring Boot | JQuery | Bootstrap | Vuforia | Three.js | WebGL | Cesium.js

PROJECTS

The Gamers Lounge Bot - DiscordBot (Javascript)   *May 2019*

One of my first applications, the gamers lounge bot was a wild idea before the looking for group (LFG) concept was big on discord.

My application would use TRN tracker to store a cached database system that would list user data in a leaderboard system, this was before I knew about databases, so I created a volatile memory database system with full CRUD implementation.

https://github.com/ranner198/The-Gamers-Lounge-Bot/