

Software Architect/Engineer/Founder Software Architect/Engineer/Founder Software Engineer Salt Lake City, UT Authorized to work in the US for any employer Work Experience Software Architect/Engineer/Founder WinWinTechnologies - Salt Lake City, UT September 2013 to Present Designing, implementing and modifying software for a networked multi-platform mobile application: ? Native Android ? Native iOS: Objective c, Swift/Swift2 ? Server side application: LAMP stack, node.js Senior Software Engineer Whitecanyon Software. - American Fork, UT September 2018 to August 2019 Developed a prototype for testing of basic PC functionality. This included basic processor tests, storage tests, input/output tests, etc. C++ Qt Modified code for White Canyon s Wipe Drive product. Maintenance, bug fixing and feature additions. C++ Qt Developed a proof of concept solution for wiping user data and factory resetting multiple Android devices simultaneously. C# adb Kotlin Senior Software Developer Galileo Processing - Salt Lake City, UT March 2016 to June 2016 Modifying backend software for financial transactions: ? C/ Python ? QA/ Code review and automated test creation Senior Software Engineer L-3 Communications - Salt Lake City, UT January 2001 to September 2013 Designed, implemented and modified software for embedded communications systems. Systems typically consisted of 4-6 distributed processors in 1-2 enclosures and occasionally a separate computer to support a graphical interface. Duties: ? Design: * Writing documentation at various levels, including Requirements Design Test planning Unit testing Release ? Implement and Modify * Developing/ Modifying software at both the individual component level (device drivers), * Developing/Modifying software at the system level utilizing proprietary middleware. ? Debug * Troubleshooting/bug hunting for various distributed multiprocessor communication systems. * Debug from the system level (occasionally including hardware/cable/fiber issues) to the individual card level. ? Extensive experience in c/c++ ? Developed code in *nix environments for deployment on real time operating systems (mostly VxWorks) Developed/modified windows applications to interact with or occasionally to be part of the above systems. Maintained/modified java applications to interact with above systems Maintained and expanded legacy X-Windows *nix based GUI interfaces Senior Software Engineer CaptionCall / InteractiveCare - Salt Lake City, UT October 2016 Develop and modify Android code

for a tablet hosted video call / VOIP application. Native android development (java) SIP Education Masters of Science in Information Systems University of Utah - Salt Lake City, UT June 2016 Master of Business Administration in Business Administration University of Utah - Salt Lake City, UT May 2007 Bachelor of Arts in Computer Science Weber State University - Ogden, UT December 2000 Skills Java, Linux Links <http://www.linkedin.com/in/estevenortega> Additional Information SKILLS Languages and OSes C/C++ (12.8 years) Embedded programing for Real Time Operating Systems RTOS (12 years) UNIX / LINUX VxWorks Java / Android (2 years) Swift / Objective C (1.5 years) PHP (0.5 years) Javascript (0.5 years) Documentation and Test Requirements allocation Design and design documentation. Test planning Unit testing.

Name: Karen Burch

Email: ewarner@example.net

Phone: +1-272-907-1213x282