Addam Hardy

Software Engineer
718B N. Walnut St., Siloam Springs, AR, 72761
(808) 640-8169

August 28, 2012
addam.hardy@gmail.com

Goal

Find a secure position in a small team environment passionate about innovation, communication and test driven development, that is focused on results and progress instead of process. Less a job and more a group of close friends that work well together and are driven to push each other past their limits.

Research and Technical Experience

- **MobileFWD, LLC.** — Fayetteville, AR
  iOS Game Developer — *May 2012 - Current*

  – Developer on the Trivi.al and Piction.al iOS games as well as developed Ruby on Rails applications for back-end administration of the app for management and user monitization and engagement analytics.

- **SocialVolt, Inc.** — Overland Park, KS
  User Interface/Ruby On Rails Developer — *November 2011 - May 2012*

  – Worked as the user interface developer and augment to the back-end team on a `Ruby on Rails` enterprise level social media management platform. Took color-comps from the designer and implemented them to spec using `CSS3` and `HTML5` with `SASS` and `Javascript.`

- **NORMES, University of Arkansas** — Fayetteville, AR
  Ruby On Rails Developer — *February 2011 - November 2011*

  – Developed a Ruby on Rails testing application to be used by the Arkansas Department of Education for the collection and analysis of educational metrics.

- **MissionFocus, LLC.** — Columbia, Maryland
  DCGS Cloud Software Engineer — *November 2011 - May 2012*

  – Developed Map/Reduce algorithms to process and alalyze HUMINT reports for U.S. Army data sources.
  – Developed front-end `javascript` applications using `ExtJS` framework to enable easy access to the reports stored on the `HADOOP` file system.

- **National Security Agency/Central Security Service** — Honolulu, HI
  RTRG Software Engineer — *April 2007 - June 2010*

  – Contributed to the creation of APIs into previously unopened national technical databases to continue to push the collaboration and information sharing methodology. By doing so successfully collaborated with several national databases to expose their data through web-based APIs.
  – Co-created, developed and designed all versions and phases of the current implementation of the Dark Mist Framework. An integrated, plugin-based web 2.0 framework capable of being applied to many missions and data-sets - This has saved hundreds of man-hours in analysis and has significantly decreased the initial training for new analysts. Working as a Senior Developer on the project developing new ideas and methods to implement.
  – Performed project manager duties by collecting, prioritizing, and assigning requirements and tasks to the team. Reviewing and approving code by the other developer on the team.
  – Developed a parser to database over 120,000 archived reports to enable statistics and text searching of all reports with instantly returned results; vastly increasing trend analysis potential of a high value target.
  – Maintained the technical status and operation of several high priority databases used 24/7 for the execution of signals analysis in the Pacific. Optimized for maximum reliability and up-time for the customer.
  – Identified weaknesses and potential improvements in workflows and analytical processes used by several missions and designed and developed software, processes, and technologies to greatly increase efficiency, decrease duplication of effort, enhance collaboration and directly impact the overall success of the mission.

Selected Open Source Projects and Publications (github.com/addamh)

- **Tesseract** Ruby on Rails
  Developer availability platform for Northwest Arkansas dev community *Summer 2012*
  - Platform for freelance developers in Northwest Arkansas to connect with potential employers and recruiters by allowing them to display their skills and availablity in a central location.

- **Planet Defense** Ruby
  Demonstration of gaming capabilities with Ruby language and GOSU framework *Spring 2012*
  - Vertical scrolling space shooter built to demonstrate the video game capabilities of a scripting language like Ruby.

Technical Skills

- **Programming:** Ruby, Ruby on Rails, Objective-C, Java, Perl, PHP, Javascript, Python, Ajax Frameworks, Object-Oriented design
  - Ultimately, I am a computer programmer. Not only by trade but by personal interests and hobbies. I could list many different languages I have had experience with but the most important point is that I am personally driven to learn and research new things all the time. I know several languages and techniques and if I dont know it, I can probably learn it easily and quickly apply it to any task I am given.

- **Test/Behavior Driven Development:** Cucumber, Selenium, Capybara, RSpec, OCMock, GHUnit

- **Database Systems:** PostgreSQL, MySQL, Oracle, DB2, SQLite

- **Cloud Analytics/Storage:** Hadoop, Cloudbase, Facebook Hive, Zookeeper

Military Experience

- **U.S. Army**
  Cryptologic Linguist/Signals Intelligence Interceptor *2004-2011*

Education

- **University of Arkansas** Fayetteville, AR
  B.Sc Computer Science (current), B.Sc Electrical Engineering (current) *2011 - 2014(projected)*

- **Defense Language Institute** Monterey, CA
  A.Arts Korean Language, Korean Basic Course *2004-2006*

- **Goodfellow AFB** San Angelo, TX
  Signals Intelligence Interceptor Course *2006*

Language Ability

- **Korean**
  DLPT certified professional fluency

- **French**
  Functional fluency