

Anthony Gray

Atlanta, GA • 678-357-9659 • agray0232@gmail.com

SUMMARY

Software engineer with professional experience in embedded application development and a strong engineering background. A dedicated and enthusiastic team player with a drive to find creative and unique solutions for difficult design problems.

SKILLS

Languages: Java (2 years), C++, C#, JavaScript, Python, HTML, CSS, PostgreSQL
Methodologies: Object Oriented Programming/Design, Agile, Scrum, Test Driven Development and Design, UML
Tech/Frameworks: Node.js, Express.js, React, Bootstrap, Conan
Operating Systems: Windows, Linux
Networking: TCP/IP, UDP
Tools: Gitlab, Bitbucket, Jira, Git, Artifactory, Jenkins, Confluence, Eclipse, Visual Studio

EXPERIENCE

Lockheed Martin Aeronautics, Skunk Works

Marietta, Georgia

Software Developer

Jan 2018 – Present

- Contribute to a fast-paced agile team responsible for developing and maintaining a suite of aircraft mission services
- Focused on test driven development with continuous deployment through sprint integration/testing events and demonstrations
- Led the design and development of an atmosphere assessment service that integrated with flight display and simulation software

Operations Analyst

June 2016 – Jan 2018

- Analyzed aircraft mission performance to inform decision makers concerning strategic aircraft acquisitions
- Developed software to model aircraft missions and campaigns to aid in customer decision making

Aerospace System Design Lab, Georgia Tech

Atlanta, Georgia

Graduate Research Assistant

May 2015 – May 2016

- Modeled the architecture and control scheme for an autonomous swarm of unmanned vehicles
- Developed drone group behaviors in agent-based model written in Java

PROJECTS

Atmospheric Assessment Service/Library

- Java based application that responds to external services and systems requesting atmospheric assessments
- Dynamic multi-threaded design supports processing for many systems while maintaining concurrency protection
- Service interfaces with a flexible library created with an API for atmospheric calculations

Mission Computer Emulator

- Desktop Java application emulating an aircraft mission computer for cockpit simulation demonstration purposes
- Interfaces with and sends messages to existing flight display software through UDP messages
- Created a UI simulating an aircraft control panel to send commands through the mission computer emulator

Aircraft Mission Simulation Environment

- Discrete event simulation environment desktop application written in C#
- Use case to model tanker/fighter deployment missions, but flexible design allows for future applications

EDUCATION

DIGITALCRAFTS

Atlanta, Georgia

Full Stack Web Development Bootcamp

April 2019 – Nov 2019

GEORGIA INSTITUTE OF TECHNOLOGY, Guggenheim School of Aerospace Engineering

Atlanta, Georgia

Master of Science in Aerospace Engineering

January 2015 – May 2016

- Summa Cum Laude

Bachelor of Science in Aerospace Engineering

August 2010 – Dec 2014