Anthony Gray

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SUMMARY

Software developer with professional experience in 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 (1.5 years), C++, JavaScript, C#, XML, Python
Methodologies: Object Oriented Programming/Design, Agile, Scrum, Test Driven Development and Design, UML
Operating Systems: Windows, Linux
Networking: TCP/IP, UDP
Tools: Jira, Bitbucket, Artifactory, Jenkins, Git, Eclipse, Visual Studio

EXPERIENCE

Lockheed Martin Aeronautics, Skunk Works **Marietta, Georgia**

Software Developer *Jan 2018 – Present*

- Worked on 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

Aircraft 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

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*