# 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*