

Austin S. Holler

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Software Engineer

Accomplished Software Engineer with expertise in designing and implementing new business features to enhance existing or new products for businesses. Knowledgeable technology professional with experience in owning the full technical roadmap and collaborating with cross-functional teams to carry projects from inception to completion. Influential team leader with knack for developing and motivating team members in achieving and exceeding established goals. Passionate software professional with strong drive to continuously expand knowledge base and experience.

Technical Proficiencies

Languages:	Proficient: C, C++, Python Working Knowledge: Scala, C#, Java, R, SQL, NoSQL
Operating Systems:	Linux, Windows
Development Environments:	Eclipse, Visual Studio, VIM, JetBrains
Version Control:	Git, Perforce, CVS
Debuggers:	GDB, Valgrind
Project Management:	JIRA, Confluence

Career Experience

Lockheed Martin, Littleton, CO
Software Engineer – Orion Flight Software¹¹

2018 – Present

Operate as a senior member of the flight and life safety critical Network Control and Infrastructure Systems software product team on embedded flight software products including: the Onboard Data Network, Power & Data Units, Video Flight Software, and the Onboard Utility Network. Maintain full product ownership using an Agile DevOps approach, refining and leveraging requirements, documentation, and developing software products with testing, validation, and sustainability. Exceeded financial commitments and deadlines by an overall 5% through strategic leveraging of design commonality, implementing cost conscious efforts, and incorporating efficiency and extensibility into all viable projects.

- Leveraged NASA's Core Flight Software to design and develop a Simple Network Management Protocol (SNMP) Network Switch Health & Status system for video flight software.
- Coordinated and integrated Klockwork static analysis to codebase, documenting the process and guiding other teams to do the same.
- Conceived and created data quality indicators for measurements and data sent to mission control across teams, enabling repetition of implementation for other teams.
- Contributed to the continuous improvement of documentation of processes, internal and external process, and solid code design leading to an overall cost savings of +5%.
- Provided mentorship and guidance to intern and junior members resulting in a 50% increase in code familiarity, productivity, and quality development.
- Recruited by management as one of a six-member tiger team in the development and launch of a program-wide employee onboarding and mentorship program to create a better new-hire experience.

University of Colorado Boulder, Boulder, CO
Teaching Assistant – Principles of Programming Languages

2016 – 2018

Instructed 75+ students through original weekly recitations and office hours to reaffirm the week's lectures and explain core concepts in a course designed to teach the principles and theory of programming languages through the development of a JavaScript interpreter with Scala. Engaged in weekly staff meetings to discuss student progress, course curriculum, and materials to assist in the continued development of the curriculum for the course.

- Received Outstanding Teaching Excellence Award for diligence in course innovation and engaging instructional methods.
- Assisted in selection and mentoring of several generations of teaching assistants that became rated as “higher than average” in skills and effort.
- Engaged in research using the Robotic Operating System (ROS) within Human-Robotic Interactions to explore the effects of participants’ willingness to sacrifice a monetary gain to assist a robot, resulting in promising findings that were submitted to the robotics lab to pursue full publication.
- Participated in weekly peer collaboration to spearhead and bring Hack CU, hackathons, and other technology events to the University of Colorado Boulder.

University of Colorado Boulder, Boulder, CO Graduate Instructor – Data Structures

2017

Taught 50 students during a summer semester of daily lectures, weekly quizzes and/or exams, assignments, and recitations for a course on data abstractions, their representation techniques, and concepts used in algorithm design and analysis. Designed original course content and schedules, incorporating content and ideas from past semesters and successes. Managed course and staff through bi-weekly meetings to evaluate student progress, course structure, and upcoming lectures to ensure a fluid course delivery.

- Maintained academic integrity with high-quality teaching strategies and achieved an 88% passing rate for students and a 5.2 out of 6 instructor rating.
- Developed curriculum and administration that was utilized by other graduate instructors for use in their courses.

Additional Experience

Head Waiter/Trainer, Spruce Farm & Fish, Boulder, CO
Network Planning Engineer Intern, CenturyLink, Littleton, CO
Head Waiter/Bartender/Trainer, Red Lobster, Denver, CO/Oahu, HI

Education

Master of Science in Computer Science Engineering

University of Colorado, Boulder, CO, May 2018

Awards/Honors: 2014 Topplers Domino Award for Young Computer Scientists, 2018 Outstanding Teaching Excellence Award

Bachelor of Arts in Restaurant Management

Johnson & Wales University, Denver, CO

Volunteer Experience

Volunteer, Night Lights, Arvada, CO, 2018 – Present.
Volunteer, Anti-Racism Action Group, Denver, CO, 2020 – 2021.
Mentor & Ambassador, Ambassadors for Mentoring & Professional Development, Littleton, CO, 2020 – 2021.

Languages

English – Fluent, Native Speaker
Spanish - Basic