


Robert “Bobby” Kemp

Software Engineer

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Skills

JavaScript (Node.js, React, Svelte, Google Workbox, jQuery, Express, Jest, Puppeteer), **Python** (Django, Django REST Framework, Celery Task Queue), **Java** (JUnit), **SQL** (SQLite, MySQL, DB2, PostgreSQL), **DevOps** (Docker, Docker Compose, Jenkins, Git, GitHub, PowerShell, Bash, Elasticsearch, Logstash), **Servers/Systems** (Ubuntu, Ubuntu Server, CentOS, MacOS, Windows, Windows Server).

Experience

Software Engineer, Iowa 80 Group

Walcott, IA

March 2022 – Present

- Developed, tested, deployed, and maintained a containerized, full-stack progressive web application/RESTful backend to allow fast and accurate offline completion of restaurant inventory.
 - Replaced Access application – new application provided a seamless experience between collecting inventory and reporting on collected inventory; saved at least 15-20 man-hours per week.
- Developed, tested, deployed, and maintained a containerized, full-stack progressive web application/RESTful backend to enable warehouse workers to capture and tag images of products for supply management and tracking.
 - Replaced previous method of capturing in device camera roll requiring later manual upload; saved about 5-10 man-hours per week.
- Assisted in testing, deploying, and maintaining a web-based point of sale application developed by an external team.

Systems Engineer, Herzog Technologies Inc.

Fort Worth, TX

June 2020 – February 2022

- Developed, tested, deployed, and maintained a containerized, full-stack, progressive web application/RESTful backend to allow online/offline completion of equipment inspections from the office and the field.
 - Eliminated need for manual data entry; saved the team at least 15 man-hours per week.
- Developed and tested a containerized, full-stack web application for tracking locomotive PTC runs.
 - Replaced series of Excel spreadsheets and process of manually tracking and organizing daily 60+ page PDF files.
- Leveraged Elasticsearch and Logstash with a custom-built React frontend to centralize searching, downloading, and analysis of operational logs for over fifty production locomotives.
 - Eliminated need to manually search logs, saving at least twenty hours per week for the support team.
- Built a multi-page model-driven application and six individual flows to help streamline/automate creating, updating, and distributing mobilization forms for the corporate office.

Systems Engineer Intern, Herzog Technologies Inc.

Fort Worth, TX

June 2019 – June 2020

- Used Microsoft PowerBI to build dashboards to help upper management visualize critical statistics of back-office servers and field systems.
- Used Microsoft PowerBI Report Builder to build and automatically distribute reports of technical issues, open tickets, and support center call summaries to customers and upper management.
- Used Microsoft PowerApps/Dynamics to build, test and deploy web applications for automating business processes.

Safety/Maintenance Department Intern, Federal-Mogul Ignition LLC.

Burlington, IA

May 2017 – August 2017; May 2018 – August 2018

- Collaborated with a small team to create, organize, and post unique Lock Out, Tag Out procedure forms to every machine on the floor.
- Managed the clearing and organization by a team of three workers of 5,000 square feet of plant floor space.

Education

Honors Bachelor of Science, Computer Science. Minor in Business Information Systems.

The University of Texas at Arlington

Arlington, TX

August 2016 – May 2020

- Graduated Magna Cum Laude
- Graduate of UTA Honors College
- Vice President of the Game Developer's club
- Tau Beta Pi Engineering Honors Society
- Upsilon Pi Epsilon Computing and Information Honors Society
- Phi Kappa Phi Honors Society
- Golden Key Honors Society

Honors/Awards/Community Involvement

- Information Systems Security Professionals, NSTISSI No. 4011 Certification
- System Administrators, CNSSI No. 4013E Certification
- Eagle Scout
- Volunteered in Engineering Saturday
 - Taught a 2-hour class on basic game development for middle schoolers using Scratch.