Che Blankenship
Fort Worth, TX (willing to relocate)
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WORK EXPERIENCE

Lockheed Martin – Skunk Works, Fort Worth, TX
Software Engineer June 2023 – Current
- Enhanced the real-time message replay tool by updating to a newer version of Open Mission Systems / Universal Command Interface, resulting in reduced bugs.
- Utilized Docker, Kubernetes, and Helm to integrate software services and facilitate real-time communication via ActiveMQ broker.
- Established a new topic on ActiveMQ broker to facilitate threat detection software service in publishing real-time data to other microservices.
- Developed functionality allowing microservices to overwrite the system UUID from the configuration file and perform operations on the target system hardware.

Spatial Datalyst, Richardson, TX
Full Stack Developer Intern May 2021 – April 2022
- Improved legacy system (QBasic) runtime performance by 90% by refactoring into a Python application and replacing flat-file database with optimized data structures such as hash table and graph.
- Improved desktop application UX/UI by using Figma which received 80% approval from an experienced RF engineer.
- Encapsulated the network analysis services (programs written in Python) to improve the public interface and reduce the complexity of integrating them as a new feature into a desktop application.

Austin Community College, Austin, TX August 2018 – January 2019
Supplement Instruction Leader for College Algebra
- Improved student's grades by tutoring them on weekly office hours and evaluating their homework assignments.

Alpha Nodus Inc, Austin, TX January 2017 – May 2018
Software Engineer Intern
- Improved internal API deployment performance by implementing/automating unit tests using Node.js and Jenkins.

ACADEMIC PROJECT

Database Management System, UT Dallas Database Systems Class March 2022 – May 2022
- Created a library management system with MySQL, and refactored/improved the database performance by converting it into a third normal form and clarifying the query efficiency using relational algebra.

Maze Game, UT Dallas Computer Architecture Class
- Developed a maze game using MIPS assembly.

EXTERNAL ACTIVITIES

Nebula Labs, Open-Source Contributor September 2022 – December 2022
- Implemented a feature that parses uploaded transcript files and generates a list of taken courses.
- https://github.com/UTDNebula/planner/issues/123

HackUTD, The University of Texas at Dallas – *Developer* April 2021 – May 2021
- Implemented a group deposit and withdrawal system using Capital One API, EJS, HTML, CSS, and JavaScript.

Developer Week Austin, *Developer* November 2019 – November 2019
- Developed a web application that monitor user's eye blinks and health condition.
- Used OpenCV to detect users eye blinks and estimate the users' face distance from the camera.

SKILLS

Programming Languages: C, C++, Python, JavaScript, Java, Swift, MIPS Assembly, YAML, SQL
Web Technologies: HTML, CSS, XML, Flask, Angular, React, Node.js, Git, AWS, Next.js
Technical Skills: Agile, API Development, Jenkins, Git, JFrog, Docker, Kubernetes, CI/CD
Language: Japanese (native)

EDUCATION

The University of Texas at Dallas May 2023
Bachelor of Science in Computer Science