

## Experience

### Mission Critical Software Engineer

Mar. 2019 - Present

Draper  
Cambridge, MA

- Developed simulator of GNC flight computer, intended to provide a surrogate for integration into larger vehicle simulation and to support mission simulations at the system level.
- Developed simulator of remote terminals in the vehicle, intended to provide a test environment for the development and verification of the flight computer for the vehicle.

### Senior Software Engineer

Oct. 2018 - Mar. 2019

Raytheon  
Tewksbury, MA

- Responsible for designing, implementing, debugging, and fixing problems with the Radar software applications.
- Implemented signal processing algorithms and time critical control functions, involved in direct control of sensor systems.
- Worked with Software Architects and Principal Systems, Hardware, and Software engineers to interpret and implement requirements.

### Software Engineer

Jan. 2017 - Oct. 2018

NetNumber  
Lowell, MA

- Implemented and maintained SS7 signaling protocols within product.
- Improved performance and capabilities of signaling routing to fit the needs of customers in emerging markets.
- Autonomously resolved customer support tickets in a timely manner.

### Lead Software Engineer

Aug. 2016 - Dec. 2017

General Dynamics MS  
Pittsfield, MA

- Performed scope and cost analysis for software deliverables.
- Updated low-level C drivers for the electric drive motor on the LSV2 upgrade.
- Created and maintained software development plan, software design, and software requirement documents.

## Education

### Georgia Institute of Technology

Atlanta, GA

*Master of Science*, Computer Science

*Specializations*: Computational Perception and Robotics, Machine Learning

August 2017 - Present

### Champlain College

Burlington, VT

*Bachelor of Science*, Game Programming

*Minor*: Mathematics

August 2011 - May 2015

## Skills

**Languages**: C, C++, Java, Python, SQL, Bash, SQL, PHP, L<sup>A</sup>T<sub>E</sub>X.

**Applications**: Unity, Vi/Vim, Git/SVN, OpenGL, MATLAB, Flash/Photoshop CS6.

## Projects

**Hyper Syntax**: A team-built split-screen multiplayer game written in Unity capable of handling four players and thousands of unique on-screen colliders at once.

**Rigid Body Physics Engine**: Utilized OpenGL graphics library in C++ to create an engine capable of handling 3D rigid body collisions in real time.