

Vishal Kotcherlakota

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Objective

Utilize state-of-the-art software and tools to build value for customers.

Experience

DevOps Software Engineer, C2 Systems

Lockheed Martin Corporation (*May 2015-Present*)

- Member of a team tasked with preparing for the next generation of Command, Control, Communications, Computers, Intelligence, Surveillance and Reconnaissance (C4ISR) enterprises.
- Served as a software and integration engineer, supporting a complex system-of-systems integration proving C4ISR capabilities.
- Assisted in the design and operations of a C4ISR lab, using DevOps concepts of continuous delivery and infrastructure as code.
- Created an automated deployment scheme utilizing Ansible roles, Packer, and Vagrant to streamline software development.
- Delivered multiple briefings on DevOps philosophy and technologies, and led a book club on a DevOps novel.

TC&D PR Remediation Lead, Trainborne Software

Deputy TC&D Lead, Trainborne Software

Software Engineer, Trainborne Software

Lockheed Martin Corporation, Tactical Systems (*Aug 2015-Jan 2016*)

- Leading a team of 8 engineers through problem report (PR) remediation.
- Responsibilities include running a 15-minute standup SCRUM, unblocking developers, and communicating across subteams.
- Investigate problem reports raised by testers, systems engineers and developers, determine the remediation, and implement it.
- Moderate peer reviews for changes, providing guidance and resolving disputes between authors and reviewers as appropriate.
- Provide day-to-day direction to developers e.g. troubleshooting issues, making implementation decisions, and reviewing work.

Unit Test Remediation Software Lead, Trainborne Software

Lockheed Martin Corporation, Tactical Systems (*Feb 2015-Jul 2015*)

- Led a team of 10 subcontractors and 5 interns across two shifts through a 5-month unit test remediation effort.
- Responsible for reviewing and remediating over 17,000 unit tests across 6 products and 3 languages (Java, C, C++).
- Ran two daily "SCRUM" meetings where team members discussed their progress and shared any issues.
- Moderated 75+ reviews of source code, enabling the team to check its own work and refine through peer feedback.
- Resulted in a unit test pool that more accurately reflected the state and health of the software, enabling the program to exploit process improvements such as continuous integration.
- Despite several setbacks, completed work on time, ahead of a critical audit from independent safety assessor (ISA).

Software Engineer, Trainborne Software

Lockheed Martin Corporation, Tactical Systems (*Oct 2014-Feb 2015*)

- Software developer spanning multiple subsystems within the Trainborne Software system
- Carried out infrastructure improvements, including a transition from CVS to Mercurial and an optimized build script.
- Built up unit test experience in both C++ and Java.
- Developed software for the QNX Neutrino embedded real-time OS.

Software Engineer, Integrated Air and Missile Defense

Lockheed Martin Corporation, Tactical Systems (*May 2014-Oct 2014*)

- Tasked with integrating a command and control (C2) product with a weapon allocator.
- Proposed, estimated, and developed a client that consumed the weapon allocator's API in Java, integrating with the C2 product.
- Utilized the node.js application server platform to create an emulator that implemented the weapon allocator's API as described.
- Developed a web interface for the emulator written using the AngularJS model-view-controller (MVC) framework.

Software Engineer, Business Informatics

Lockheed Martin Corporation, Business Development Operations (*Apr 2013-Jun 2014*)

- Automated analysis and charting of business data through traditional clients, Office documents, and web portals.
- Created web “dashboards” to provide high-level information in real-time to company decision makers.
- Leveraged technologies included: jQuery, AngularJS, Google Charts framework, SQL, Visual C#, and HTML/CSS.
- Led a design revision of line-of-business applications with a focus on usability and sound design principles.

Software Engineer, C2 Systems

Lockheed Martin Corporation, Tactical Systems (*Jan 2012-Apr 2013*)

- Employed the AGILE development method to quickly add features to the baseline and demonstrate them to the engineering team and key stakeholders.
- Streamlined installation processes with improved documentation and automated “kickstart” installers, bringing the total time to set up a system from several days to barely 6 hours.
- Introduced the software team to virtualization technologies, allowing them to rapidly prototype networked systems.
- Designed a new user interface to give the product a more modern, competitive “look and feel”.

Systems Engineer Associate

Lockheed Martin Corporation, Tactical Systems (*July 2010-December 2011*)

- Core staff member at Technology Collaboration Center (TCC) West. Day-to-day tasks include maintenance/deployment of virtual datacenters, configuration/ management of network equipment, and general hardware/software deployment and troubleshooting.
- Member of the System Management team responsible for developing a complex system management (SM) solution.
- Developed and presented an introduction to the concept of and motivation for virtual datacenters.

Education

- B.S. Electrical Engineering – University of California, San Diego (Graduated September 2010)
 - M.S. Engineering (specializing in Computer Networks) – University of California, Los Angeles (Graduated June 2015)
 - Graduate of Lockheed Martin Engineering Leadership Development Program (ELDP), class of 2014.
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Skills and Qualifications

- Currently holds a US SECRET clearance.
- C++, Qt GUI Framework, Java & Swing (including JUnit), Python, Ada, Javascript, CSS3, Perl, Unix Shell (BASH and Tcsh), PowerShell, C, Tcl/Tk
- Familiarity with Agile development and planning, including tools such as JIRA, GreenHopper, Jenkins, and Git/Mercurial
- Strong presentation skills, record of experience presenting to technical and non-technical audiences (including customers)
- Robust knowledge of C4ISR components and workflow
- Working knowledge of Vagrant, Packer, and Ansible
- Linux and Windows systems administration
- Experience with unit testing and static analysis in C, C++, Java, and Python