

David T. Lambertson

5115 Hampton Blvd, Norfolk, VA 23529
Dlamb006@odu.edu

Education

Old Dominion University
Degree: Computer Science, M.S.
Intended Date of Graduation: Spring 2025
Current GPA: 3.9

University of Mary Washington
Degree: Computer Science, B.S.
Date of Graduation: May 2021
GPA: 3.9

Professional Experience

Naval Surface Warfare Center Dahlgren Division

Computer Scientist

Summer 2021 – Present

- Serving as an Agile Product Owner aligning the software development team's product to meet customer needs.
- Worked as a scrum master and developer on a missile defense program utilizing Unreal Engine 5 and microservices
- Several years of experience operating within Agile scrum methodology to incrementally deliver features of the product
- As a systems engineer, facilitated integration among various technical teams involved in a real-time sensor effort.
- Developed front and backend components for a containerized role-based scheduling web application.
- Worked on the frontend user interface of a status server for an unmanned surface vessel
- Wrote unit and end-to-end tests to ensure expected application behavior through the CI/CD life cycle
- Led multiple demonstrations to stakeholders, end users, and project leaders

Student Trainee

Summer 2018 - 2021

- Developed graphical user interfaces for an advanced display system using Java and JavaFX
- Designed a Bash script to quickly manipulate a configuration file to change the layout of a display system
- Generated procedural and UML documentation of a missile arrangement program for vertical launching systems
- Executed, tested, and analyzed code for an electric weapon power management system
- Delivered two presentations summarizing my work to my division
- Obtained a secret clearance

Programming Projects

Command Line Interpreter (Shell)

Fall 2020

- Developed a terminal which ran Linux processes via forks and pipes in C

Complete Web Application

Fall 2019

- Utilizing JavaScript, PostgreSQL, Node.js, and Next.js, launched an interactive web application

Text-Based Computer Game

Fall 2018

- Used object-oriented programming, GitHub, and design patterns to develop a text-based adventure game

Awards and Recognition

UMW Male Scholar Athlete of the Year

2020 - 2021

Chi Alpha Sigma Honor Society

Spring 2020

Phi Eta Sigma Honor Society

Spring 2018

President's List | Deans' List

Fall 2018 | Fall 2017, Spring 2019, Fall 2019

Leadership

Scrum Master

Fall 2022, Summer 2023 - Present

Student Athlete Advisory Committee

Fall 2018 - Spring 2019

Athletics Leadership Academy

Summer 2018

Extracurricular Activities

University of Mary Washington NCAA Varsity Baseball

Fall 2017 – Spring 2021

Skills

- Languages: Java, Typescript, JavaScript, C, C++, Python, UML, PostgreSQL, Bash, ARM Assembly, Visual Basic
- Frameworks: Unreal Engine 5, React, Vue, Django, JavaFX, Node.js, Next.js, Cypress, Jest, Vitest
- Tools/Software: Windows and Linux OS, VSCode, JetBrains, VIM, GitLab, Jira, Confluence, Pipelines, Sonarqube
- High Performance Computing: Cuda, Apache Spark, Hadoop