

Donald W. Holley
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EXPERIENCE

Han-Tek - Software Engineer
Integrated Handling Systems

January 2021 - Present

- Worked on the design and development of multiple ASRS warehouse control systems (WCS) using Django, working on the full stack in a Linux environment while leveraging TDD (test-driven development), and contributed to the FSD for system design
- Designed and developed HMI software interface for ASRS WCS systems using Ignition as well as css/html/js
- Optimized codebase logic and database config to significantly speed up execution and reduce CPU load (by ~50%)
- Designed and built REST-ful apis to integrate with customer ERP systems
- Oversaw the software commissioning of multiple on-site projects, ensuring smooth start-up
- Gitlab for collaboration and version control, Trello for workflow
- Lead in Virtual Commissioning/emulation efforts for projects using WINMOD and Emulate3d
- Created simulation from scratch in WINMOD for WCS proof of concept and for customer project approval
- Developed SEW drive scripts C# for Emulate3d to interface with Allen-Bradley PLCs
- Utilized TIA_Portal and PLC_Sim_Advanced to take over responsibility in ASRS WCS upgrade project

INTERNSHIPS

Retrotech Inc. — Software Engineering Intern

Summer 2017

Engineering and software firm specializing in automated warehouse turn-key solutions

- Focused on converting libraries over from C to Python

Hamilton College - Digital Humanities Initiative Intern

Sept 2018 - May 2019

DHi is a group that facilitates student/faculty projects that combine humanities and digital technology

- Unity is utilized for all projects
- Programmed virtual reality tutorial for new users of VR to become comfortable with the controls and environment

Hamilton College — Computer Science Research Assistant: Machine Learning and Art

May 2018 - July 2018

Research goal to develop a program that learns how to paint through genetic algorithms

- Utilized the art application tool Processing to produce art images
- Created the gene pool, parent crossover, physics of the brush, and a system where multiple computers wrote information to a server to speed the overall process

OTHER EXPERIENCE

Jumpy Frog LLC

May 2018 - December 2022

Co-founder and partner of company created to produce and release Pad Run - iOS application

- Self-taught Unity3d
- Download Now! - on the apple app store

EDUCATION

- BA in Computer Science, Hamilton College, June 2020

SKILL SET

- Python/Django, celery, redis, supervisord, css/html/javascript, C#, C++, siemens SCL, ladder logic, SQL, software architecture, algorithm development, Visual Studio, Visual Studio Code, PyCharm Docker, Portainer, Nginx, Virtual Commissioning/Emulation - WINMOD, Emulate3d, Unity3D, Godot, Gold Certified in Ignition HMI software (inductive automation), communication, customer interaction, collaboration