# Donald W. Holley

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## EXPERIENCE

***Han-Tek - Software Engineer*** January 2021 - Present

Integrated Handling Systems

- Developed warehouse control system software using Django, working on the full stack (css, html, javascript, python) in a Linux environment, and contributed to the FSD for system design
- Utilized relational databases SQlite and Postresql for warehouuse data management
- Developed WCS backend software to communicate with PLCs using the pycomm3 library
- Utilized Django unittest library for executing unit tests and integration tests
- Worked with docker and docker-compose for both development and deployment
- Experience with pycharm and vscode for writing code, executing test cases, and debugging code. In both local and remote environments
- Used gitlab for version control
- Used Trello for agile workflow
- Lead in Virtual Commissioning/emulation efforts for multiple projects using WINMOD and Emulate3d, identifying system improvements long before physical commissioning begins
- Created simulation from scratch in WINMOD for Automated Retreival System proof of concept and for customer project approval
- Developed SEW drive scripts C# for Emulate3d to interface with Allen-Bradley PLCs
- Learned TIA portal and plc sim advanced to take over responsibility in siemens plc project where leadership was leaving, and restored customer faith in the company

## 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 - Present

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, css/html/javascript, C#, C++, siemens SCL, ladder logic
- Visual Studio, Visual Studio Code, PyCharm, Processing (java-based art creation software)
- Docker, docker-compose, Portainer, Nginx
- Virtual Commisioning/Emulation - WINMOD, Emulate3d
- Gold Certified in Ignition HMI software
- Unity3D
- Experience with Siemens TIA Portal and PLCSIM Advanced