DEVON ENDICOTT

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OBJECTIVE

An undergraduate junior with 9 years practical programming experience pursuing an internship or post-graduation employment in automation and control theory, physical sensor systems, or distributed/cloud systems. Full portfolio detailing experience available at https://devon.ndcot.net/

EDUCATION

Bachelor of Science *(Pursuing)* — Expected May 2020
University of Massachusetts - Amherst

- Dual degrees in Computer Science (focus in robotics/simulation) and Physics (concentration in Aerospace/Mechanical Engineering), minor in Mathematics
- 3.7 Physics GPA, 3.7 Computer Science GPA, 3.9 Mathematics GPA, 3.6 Overall

SKILLS & ABILITIES

Technical

- Full stack developer, well versed with Linux and server administration, C++, C, Objective-C/Swift, Java/JavaScript (web and Node.js), Scala, full web stack (HTML5, CSS3, PHP, SQL), Python. 9 years' experience.
- Well versed in statistical analytics and plotting using the SciPy Python library, 3 years' experience and experimentation with electromagnetism, circuity, radiation, particle/quantum.

Leadership & Communication

- Worked as a Resident Assistant from August 2017 to May 2018, developing relationships and fostering community growth for 54 residents and peers.
- Working as a tutor for (CS) Data Structures, Computer System Principles, Computational Probability, Operating Systems, (Physics) Engineering-level Mechanics, Electromagnetism, Thermodynamics, Lagrangian/Hamiltonian Mechanics, upper-level Circuitry and Sensors, (Math) Linear Algebra, and Ordinary Differential Equations.

EXPERIENCE

Software Development Intern — May 2018 – August 2018
DARTS Lab, NASA Jet Propulsion Library, California Institute of Technology
[Abstract and Paper available upon request]

- Dynamics and Real-Time Simulation (DARTS) Lab at NASA JPL, producing software to simulate spacecraft and rovers, including Mars2020 EDL, SLS ascent modeling, lunar/martian habitats, and Mars Helicopter flight software.
- Worked independently to implement a new and efficient collision detection library, Flexible Collison Library (FCL), utilizing implementation-defined geometry management, broadphase object grouping, and collision detection algorithms.
- Developed an internal video management system and viewing website to demonstrate and distribute simulation captures.

Project Leader / Primary Developer — May 2015 - Current
Blockland Glass (Team) & Glass Hosting (Individual)

- A web-based content delivery and social platform designed around the sandbox game *Blockland*.
- A self-started and run server hosting small business. Distributed server administration, full-stack web development, multi-use API and database structure, Node.js, full server/key/DNS deployment automation.
- Organized and led a diverse, widespread team of programmers and graphic designers independently located in the US, London, Germany, and Sweden.