

# Kevin Farley

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[kmfarley11.github.io](https://kmfarley11.github.io) (type/ view in browser)

# B.S. Computer Engineer

10033 Settlement House Road

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## Education

University of Cincinnati, Cincinnati, OH

April 2017: B.S. Computer Engineering, Minor: Computer Science, G.P.A: 3.501 / 4.0

## Skills

- Main Languages: C#/ C/ C++/ Python
- Supplemental Languages and SDKs: Assembly/ Matlab/ Android/ Arduino/ Verilog/ Golang/ Java
- OS: various Windows systems/ various RedHat and Debian based Linux systems
- Tools: MPLAB X/ Quartus Prime/ Bread boarding/ Visual Studio/ Logisim/ SPICE

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## Technical Experience: 3 years of diverse professional experience from Co-ops and part-time development

### 2016 Software Engineer Co-op Developer and Engineer for Shadow Unmanned Aircraft Vehicle

Textron Systems Unmanned Systems, Baltimore, MD

- Responsible for developing and integrating software solutions relative to Red Hat Linux and Windows 7
- Worked with C++ (Qt), batch, bash, bitbake, PowerShell, and python for various programs and scripts to be deployed on the Air Vehicle or Human Machine Interface
- Used Mercurial for version control and QTest for unit testing, as well as Spira Test, Jenkins, DOORS, and Matrix for various Software Engineering practices

### 2015 Software Engineer Co-op Consultant and Developer for Software Solutions

Rippe & Kingston, Cincinnati, OH

- Responsible for developing and estimating software solutions in the form of web applications
- Worked with C#, html 5, CSS3, and JavaScript for ASP .NET MVC4 web applications
- Used Git (BitBucket) for version control and NUnit for unit testing, as well as knockout, backbone, and jQuery to structure various site behavior and content

### 2015 Personal Programming Project Manage, Design, and Develop Retro Video Game

Revolution Uc (hackathon), Cincinnati, OH

- Worked with python (Pygame and Pycharm) and git (Github for version control)

### 2015 Computer Engineering Student Hardware Designer of Sequential and Pipelined Control Units

University of Cincinnati, Cincinnati, OH

- Responsible for designing and implementing sequential and pipelined control units via logisim

### 2014-2015 Software Engineer Co-op Product Engineering in Teamcenter Integration

Siemens PLM Software, Milford, OH

- Responsible for creating, editing, and running automated tests and utilities for 3D Modeling Software
- Worked with mainly C++, with a little bit of visual basic and C
- Also looked into/ looked for bugs in UI as well as auto-tests which needed to be reported and fixed

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## Activities/Awards: Dean's List 5/6 semesters in Computer Engineering so far, ACM, Eagle Scout, Jazz Band