

Kevin Farley

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kmfarley11.github.io (type/ view in browser)

B.S. Computer Engineer

10033 Settlement House Road

Centerville, OH 45458

Education

University of Cincinnati, Cincinnati, OH

B.S. Computer Engineering, 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

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

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