**Kevin Farley B.S. Computer Engineer**

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

**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