ERIC LAGNESE

etlagnese@gmail.com J 724-759-0944

in eric-lagnese 707 N Hickory Ave. Apt. 3, 21014

WORK EXPERIENCE

Software Engineer

June (2019) - Present

AASKI Technology aq. by MAG Aerospace

Operated in a small team that produced software applications for soldier use in the field. Main area of focus was on frontend development. Additionally consolidated and fulfilled requirements provided by the customer. Debugged networks, services, and android applications.

Intern Summer (2018)

AASKI Technology

Completed Full-Stack development of User Interface using Golang, HTML, and Vue.js. Implemented solutions for a dynamic User Interface and dynamic data-binding. Assisted implementation of server and databases on embedded devices.

Research Volunteer

October (2016) - May (2017)

WVU School of Medicine

Contributed in Neural Engineering Laboratory to DARPA HAPTIX subcontract (PI: Yakovenko). Responsible for signal processing of kinematics, surface and intramuscular electromyography from healthy and amputee human subjects.

EDUCATION

West Virginia University

(August 2015 - May 2019) GPA: 3.73

B.S. in Mechanical Engineering Minor in Computer Science

Completed Hours: 152

PROJECTS

Precision Fires-Dismounted

(August 2019 - Present)

Precision Fires-Dismounted (PF-D) is a plugin to a geospatial awareness android app. PF-D was designed to facilitate users in digital communications as well as situational awareness. Implemented user experience (UX) improvements, backend support for network management, performance improvements for user interface (UI) responsiveness, and worked to remove technical debt. Consolidated project requirements to support project management. Implemented basic geographical calculations. Initiated the development of a code generation tool to implement a standard message specification. Assisted with the fielding of this product as well as relaying and finding technical solutions to the customer. Interfaced with the developers assigning and distributing the workload after receiving test reports.

Mounted Mission Command

(August 2022 - Present)

Worked as a developer on a team of 14 engineers to develop a product release for soldiers. My role for this project has been to create and update mission critical applications on short timelines. Organized discussions from the customer to form an actionable report to the developers. Formed most of the team's documentation for testing, building, and development environments to support our team of developers that has doubled in size. Completed critical UX feature for customer saving a lot of money and potential late delivery.

Radio Timing Tool

(June 2019 - September 2019)

Worked to create a command line interface and assisted in debugging the capturing of timing parameters. This application is currently in use to establish the modem timing configurations used to create field networks for tactical digital communications.

University Robotics Competition Team

(August 2017 - May 2019)

As a member of multiple sub teams, using C++ programmed kinematics for Rover's waypoint navigation, calculated distance of objects to Rover given Computer Vision data; lead the communications and user interface team.

SKILLS

Languages: Java, C, Python, SQL.

Technologies: PostgreSQL, QEMU, Docker, Gitlab, Linux, Yocto, IP Networking.

Tools: JetBrains IDE's, neovim, gdb