

# Michael LeMasney

## Systems & Software Engineer

Sicklerville, NJ - Email me on Indeed: [indeed.com/r/Michael-LeMasney/b8da85b3a2bbf88c](https://www.indeed.com/r/Michael-LeMasney/b8da85b3a2bbf88c)

I am seeking a full-time position in the field of Systems Engineering, Software Design, Development, and/or Testing.

### WORK EXPERIENCE

#### **Systems & Software Engineer**

Lockheed Martin - Moorestown, NJ - February 1998 to Present

[Contract assignment through Keystone Computer Associates]

- Served as the lead software engineer for a major version of an interface simulation program, leading a team of 12+ engineers to deliver the high visibility program on time and within budget. This position involved weekly meetings with upper management and the leads of other programs to provide status updates, plan work, track budgets, and discuss potential problems and upcoming milestones.
- Served as the responsible engineer for one of the four major components of an interface simulation program, coordinating efforts of up to 3 other engineers, and performing configuration management tasks including managing code libraries, building test loads, preparing official build requests, and providing status updates to upper management.
- Most recently worked on the team designing and developing the Aegis Ashore Tactical Trainer, which will be used to train sailors at the Aegis Ashore installations around the world.
- Wrote software requirements based on high-level customer requirements, reviewed the development supporting those requirements, wrote Functional Test plans and procedures, and executed those procedures to verify that all requirements have been met.
- Used object-oriented programming in C++ and Java, following a CMMI Level 5 process that stressed reuse of existing code, early detection and removal of defects, and the importance of requirements traceability throughout development and testing.
- Designed, coded, tested, documented, and performed configuration management for two real-time multi-threaded interface simulation programs used to test the Aegis Weapon System.
- Extended the life of an older generation program during development of a newer generation program by connecting the two systems via a TCP/IP client/server interface and leveraging the capabilities of the older program until those capabilities were available in the newer program. This allowed us to use the new features of the newer program to participate in a series of large-scale test events on a nationwide distributed network of military simulations.
- Became the subject matter expert for the simulation program's interceptor missile model.
- Conceived and implemented a scripting capability in the interceptor missile model to facilitate more complete unit testing in a less expensive lab environment.

## **Software Engineer**

SYSCON - Dahlgren, VA - December 1991 to February 1998

[Contract assignment through Keystone Computer Associates]

- Designed, coded, tested, documented, and performed configuration management for a real-time multi-threaded interface simulation program used to test the Aegis Weapon System.
- Wrote test procedures and test plans, and executed those tests to verify that requirements had been met in software that had been delivered to the NSWC naval facility.

## **Software Engineer**

General Electric - Moorestown, NJ - June 1990 to December 1991

[Contract assignment through Keystone Computer Associates]

- Designed, coded, tested, documented, and performed configuration management for a real-time multi-threaded interface simulation program used to test the Aegis Weapon System.
- Implemented a capability that allowed up to three simulation computers to be remotely loaded by one master computer, reducing errors in loading, and making testing more productive by reducing the amount of manual setup needed to prepare the test suite.

## **EDUCATION**

### **B.S. in Computer Science**

Drexel University - Philadelphia, PA

1985 to 1990

## **SKILLS**

Systems Engineering, Requirements Generation and Management, Software Design, Development & Test, Multi-Threaded Software, US Navy Aegis, CMMI Level 5, US Gov't (DOD) Secret Clearance

## **ADDITIONAL INFORMATION**

### **Technical skills**

#### **Languages**

- Proficient in: C/C++, Java, Pascal, CMS-2
- Familiar with: C#, FORTRAN, MATLAB, JavaScript, Python, Visual Basic, MFC, .NET

### **Software & Technologies**

- Platforms: OpenVMS, Linux, Microsoft Windows, Windows Server [...]
- Virtual Computing Platforms, including VirtualBox and Microsoft Hyper-V
- Other: ClearQuest, ClearCase, Microsoft Office, Rational Rose, Microsoft Visual Studio, MFC
- All Aegis baselines (U.S. B/L 1 through 9, BMD, Japan, Korea, Spain, Norway, Australia)
- Real-time multi-threaded software design, development, and testing, using C++ and Java
- Extensive testing of Aegis Ballistic Missile Defense, ACSIS, and Oasis
- CMMI Level 5 development
- Build, upgrade, troubleshoot and repair laptop and desktop PC's
- Active DOD Secret clearance

