
Ivan Eduardo Guerra

Contact Information:

Location: Philadelphia, PA
Mobile Phone #: (580) 341-8882
E-mail: ivan.eduardo.guerra@gmail.com

Social Media:

Personal Site: www.programmador.com
GitHub: www.github.com/ivan-guerra
LinkedIn: www.linkedin.com/in/ivan-guerra

Languages and Technologies

- **Languages:** C/C++ (proficient), Python (proficient), Bash (proficient), Rust (competent)
- **Tools and Platforms:** Linux, Realtime Linux, Embedded ARM, FreeRTOS, Docker, GoogleTest, CMake, Git, GDB, Atlassian Stack
- **Protocols and Standards:** TCP/UDP, UART, I2C, SPI, CAN, PWM, RS422/485, MIL-1553

Professional Experience

Susquehanna International Group - Market Data

Philadelphia, PA | 05/2024 - Present

Software Engineer

- Developed real-time market data publishing and recovery applications in C++. These applications maintain accurate order book data and serve dozens of internal clients.
- Containerized market data recovery server builds using Docker. This served to set a precedent for future projects and reduced resource contention on underprovisioned build servers.

Northrop Grumman - Aeronautics Systems

Los Angeles, CA | 09/2019 - 04/2024

Principal Software Engineer (Active DoD Secret)

- Led a team of 3 in the development of a Cross Channel Data Link in a real-time Linux environment reducing the probability of unmanned air vehicle loss of control by over 10%.
- Tuned real-time Linux systems on both consumer and proprietary hardware solutions in an effort to reduce worst case latencies. Results drove the selection of safety critical vehicle components.
- Deployed and benchmarked autocoded Simulink flight models to various embedded ARM devices including NXP's iMX6 and Xilinx's Zynq UltraScale+ MPSoC.
- Employed oscilloscopes, multimeters, and other hardware when debugging and benchmarking avionics software.
- Accelerated the development of multiple vehicles by creating reusable Linux and Windows device drivers for a variety of sensors including inertial measurement units, air data computers, and motor controllers.
- Designed and implemented a vehicle hardware in the loop testbench reducing flight test risk and providing a means to regression test the system.
- Negotiated with suppliers on the software specifications for the next generation of flight control computers used in low cost UAV demonstrators. These UAV demonstrators would drive the capture of future contracts.

Raytheon - Space and Airborne Systems

Los Angeles, CA | 06/2017 - 09/2019

Software Engineer II

- Reduced the time needed to identify software defects during flight tests by implementing an air vehicle software instrumentation API in C++.
- Improved laser deconfliction system by implementing SAT location caching. The average time to detect an unwanted laser intersection with a satellite improved by an order of magnitude.
- Built a Jenkins CI pipeline to isolate faults and give developers early feedback on code changes.

Education

University of Oklahoma

Norman, OK | Fall 2013 - Spring 2017

- B.S.E. in Computer Science with minors in Mathematics and Spanish; Overall GPA: **3.95/4.00**

Technical Projects

- **cpplox** (2022). A C++ implementation of the Lox programming language. C++, Python
- **gsync** (2023). GPIO driven synchronization on a real-time Linux system. C/C++, Bash
- **containerized_runescape** (2023). Containerized RuneScape game clients. Docker, Bash
- **steg** (2024). An image based steganography command line tool. Rust