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Purpose:

Exceed company objectives | always willing to learn new technology

Summary:

SW Experience:

- 8 years developing various project in C++ | Visual Basic | asp.net | C# | JavaScript | CSS | html | Java | SQL | Objective C | AJAX | Visual Studio 2019

Software QA Experience:

- **EVGroup Inc.** | 4 years Sr. regional SW QA support engineer on semiconductor Bonder and debonding tools | Debug C# in a large proprietary multi object application | De facto SW manager role

Software Development Experience:

- **Ultratech-Veeco**
 - 8 years as C++/ VB SW Developer

Discipline:

- Excellent Communicator | Detail oriented | Organized | Comfortable in demanding environments | Strong aptitude in MS Office products and Windows 3.1 – Windows 11 | Mac OS | Excellent time manager | Able to work within strict deadlines.

Shift:

- Days preferred.

Employment:

EVGroup Inc:

June 2018 – Present (OR)

Sr. Regional Software Support Engineer

4 years Sr. regional SW QA support engineer on semiconductor Bonder and debonding tools

- Unit tests
- Debug c# in a large proprietary multi object application.
- Log file Data analysis
- SECS/GEM Factory automation support and troubleshooting.
 - (E84, E87, E30, E40, E90 and E94 SEMI)
- Write tests scripts
- Support tech-support and Field service engineers
- Troubleshoot software issues
- Setup simulators in a VMWare virtual environment
- De facto management role for other SW engineers

Sr. FSE Ultratech Inc:

March 2009 – June 2018 (OR)

- Onsite FSE support contract at Intel, OR manufacturing site.
- Installed and recovered Ultratech photolithography tools from the following issues:
 - mechanical evaluation and setups | exposure systems | motion controller | optics | lasers | robotics | software | log file analysis | Cognex vision systems | SECS/GEM
- Wrote and followed BKM's and SOPs
- Install, diagnose, upgrade software

Sr. Manufacturing Engineer Ultratech Inc:

March 2007 – March 2009 (CA)

- Assembled and tested Ultratech photolithography tools from the following issues:
 - mechanical evaluation and setups | exposure systems | motion controller | optics | lasers | robotics | software | log file analysis | Cognex vision systems

Sr. System Support/ Software Engineer Ultratech Inc:

June 1995 to 2004 (CA)

- As a software developer, I used C++ and Visual Basic in a Client/ Server relationship to developed a multitude of proprietary features and functions to enhance serviceability, setups and useability of Ultratech Stepper 1500 and AP (Advanced Packaging) tools – a photolithography semiconductor processing tool. I created new functions, enhanced existing functions and added features to all major system such as x/y and Focus stages and subsystems such as setup software tools and calibrations to the Reticle stage and vision system tests,.
- Upgraded and tested new engineering features on Ultratech photolithography tools adding wiring, PCBs, software, vacuum and pressure piping.
 - mechanical evaluation and setups | electronics | exposure systems | motion controller | optics | lasers | robotics | software | log file analysis | Cognex vision systems
- Also worked to resolve issues in manufacturing and tech-support.
- Wrote release notes, work instructions, SOPs, BKM's, technical bulletins and reports.

Education:

Jan 1999 to May 2004 (CA)

DeVry University:

- **1999-2004** – all classes completed for BS degree – Computer Science. Sciences (Programming: Visual Studio C++, VB), SQL, asp

DeVry University Senior Project:

- Developed a website using SQL queries to manage an inventory system for a used motorcycle warehouse – Java IDE, JavaScript, html, xml, AJAX.

Past Corporate Software Projects:

- Ultratech Stepper: Developed a multitude of features and functions to enhance useability and serviceability of Ultratech Stepper 1500 and AP (Advanced Packing) tool sets. Focus system enhancements and setup, Reticle positioning setup and tests, x/y stage tests and vision system setup and calibrations.
- McKesson Corporation: Developed a random file selector that selected files from a directory, to update headings on an internal website for the McKesson Corporation... AJAX. Proprietary. Code not available.

Personal Software Projects:

- Designed, developed and procured through iTunes an iPhone 4 game using Objective C (X-code IDE). iPhone 4 app no longer applicable, but I developed its equivalent as a webpage.
- Developed, as a volunteer, a multipage website for the Upper Nehalem Watershed Council. A nonprofit organization that helps manage the Nehalem River and surrounding areas... UNWC.org.jakspage.com
- A web-based game with a clock, based on "Simon" the <push button> game developed by Baer in '78. Incorporates html, CSS and JavaScript... solsgame.jakspage.com

Volunteer work

- 1 of 4 City Planning Commissioners for the city of Vernonia.
- Developed UNWC watershed website.
- Volunteer at local skate park repairing broken scooters and skateboards for the kids.

March 2004 to November 2009 (CA)

- Owner of small local IT franchise.
- Dissolved the company to pursue other interests.