





Experience / Projects

Naval Undersea Warfare Center - Division Keyport

Submarine Undersea Defensive Systems In-Service Engineering Agent Senior System Engineer August 2016 – Present Keyport, WA

- Senior engineer for submarine acoustic countermeasure systems for active United States Navy defensive program currently installed on over 30 hulls
- Responsible for lifecycle engineering support including technology refresh, new design, and supporting documentation in order to meet current and future fleet requirements
- Integral part of team comprised of logisticians, contract specialists, and fleet support personnel
- Occordinated junior engineer support of countermeasure system hardware components including design/drawing reviews and operational certification testing prior to delivery to the fleet
- Worked with internal teams to proactively combat system obsolescence issues via lifetime buys, reverse engineering, and redesign

Naval Undersea Warfare Center - Division Keyport

January 2012 – August 2016

Keyport, WA

Rapid Prototyping and Fabrication Design

Embedded Systems Engineer - Automated Tracking Analyzer Balancer System

- Tasked with reverse engineering custom vibration analysis embedded test equipment to correct rotor balance and tracking on fixed-wing and rotary-wing aircraft
- Designed software functions for performing vibration analysis, rotor blade imbalance detection, and blade tip path testing
- Wrote algorithms to produce adjustment recommendations based on inputs from external sensors (piezoelectric vibration sensor, optical tachometer, line-scan camera)
- Project deployed to a custom printed circuit board designed around an Atmel AVR 32-bit microcontroller

Naval Acquisition Intern Program

July 2009 – January 2012

Systems Planning, Research, Development, and Engineering - Level 2

Keyport, WA

- Ocmpleted a Defense Acquisition University program focused on systems acquisition and engineering
- Assisted programs at all stages of the acquisition lifecycle on engineering assignments lasting three to six months
- Designed microcontroller and programmable logic device hardware and software subsystems for integration into larger projects
- Participated in decomposition of project requirements with a systems engineering team



Montana State University

2005 - 2009

BS Computer Engineering

Bozeman, MT



Embedded Hardware Analog and digital circuit design, schematic symbol design, PCB footprint creation, schematic capture, PCB layout, EAGLE, KiCad, test hardware design, interface design (I²C, SPI, UART, USB, Ethernet etc...)

Programming Languages and Tools C, C++, CMake, GCC, Git, Google Protocol Buffers, LTFX, Python, VHDL, Vim

Previously held a Top Secret clearance with access to Sensitive Compartmented Information based on an Office of Personnel Management Single Scope Background Investigation/Periodic Review completed on 05/24/2013.