

Jay D. Lamb

Computer Engineer

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Education

Montana State University

BS Computer Engineering

2005 – 2009

Bozeman, MT

Experience

Naval Undersea Warfare Center - Division Keyport

Submarine Undersea Defensive Systems In-Service Engineering Agent (ISEA)

August 2016 – Present

Keyport, WA

- Responsible for the creation of new hardware and software designs, as well as supporting documentation
- System engineer for a submarine launch control panel undergoing a technology refresh
- Coordinated with logisticians, contracts specialists and fleet support personnel to ensure successful deployment of new systems

Naval Undersea Warfare Center - Division Keyport

Rapid Prototyping and Fabrication Design

January 2012 – August 2016

Keyport, WA

- Tasked with reverse engineering a legacy vibration analysis system
- Assisted with design, troubleshooting and integration of a custom embedded system
- Designed software algorithms for vibration analysis, rotor blade imbalance calculation and tip path tracking

Naval Acquisition Intern Program

Systems Planning, Research, Development, and Engineering (SPRDE) - Level 2

July 2009 – January 2012

Keyport, WA

- Collaborated with several teams on engineering assignments lasting 3 to 6 months
- Completed a Defense Acquisition University program focused on systems acquisition and engineering
- Assisted programs at all stages of the acquisition lifecycle

Projects

Automated Tracking Analyzer Balancer System (ATABS)

- Project objective was to re-create a set of test equipment for correcting rotor balance and tracking on fixed-wing and rotary-wing aircraft
- Designed software to produce adjustment recommendations based upon inputs from external sensors (piezoelectric vibration sensor, optical tachometer, line-scan camera)
- Project deployed to a custom printed circuit board (PCB) based around an Atmel AVR 32-bit microcontroller
- Software written primarily in C, leveraging the Atmel Studio IDE and Atmel Software Framework

Countermeasure Launch Control Panel (LCP) Technology Refresh

- Engineer overseeing the upgrade of a submarine defensive system with a form, fit, function replacement
- Worked with internal teams to proactively combat system component obsolescence issues
- Conducted/coordinated testing of new equipment prior to delivery to the fleet

Skills

Embedded Hardware Analog and digital circuit design, schematic creation, PCB layout, PCB parts library creation, logical analysis, test hardware design

Programming Languages and Tools Assembly, C, C++, Arduino, VHDL, CMake, \LaTeX , Git, GCC, Vim, GMock, GTest, Google Protocol Buffers

Currently holds a Secret clearance. 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 11/22/3333.