Jay D. Lamb Computer Engineer





Montana State University

BS Computer Engineering

2005 – 2009 Bozeman, MT

Experience / Projects

Naval Undersea Warfare Center - Division Keyport

August 2016 - Present

Submarine Undersea Defensive Systems In-Service Engineering Agent (ISEA) Countermeasure Set, Acoustic MK 2 Lead Engineer Keyport, WA

- Lead engineer for acoustic submarine countermeasure system for active United States Navy defensive program currently installed on over 30 submarine platforms
- Responsible for lifecycle engineering support including technology refresh, obsolescence management, and new design in order to meet current and future fleet requirements
- Integral part of team comprised of logisticians, contract specialists, and fleet support personnel.
- Ocordinate junior engineer support of countermeasure Launch Control Panel (LCP) 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

Rapid Prototyping and Fabrication Design

January 2012 - August 2016

Keyport, WA

Embedded Systems Engineer - Automated Tracking Analyzer Balancer System (ATABS)

- Tasked with reverse engineering custom vibration analysis embedded test equipment that corrects rotor balance and tracking on fixed-wing and rotary-wing aircraft
- Designed software functions for conducting vibration analysis, rotor blade imbalance, and tip path tracking 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 (PCB) designed around an Atmel AVR 32-bit microcontroller

Naval Acquisition Intern Program

July 2009 – January 2012

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

Keyport, WA

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

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, ŁTEX, 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.