Kyle Monteleone, Software Engineer

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RELEVANT TECHNICAL SKILLS:
Languages: Java, JavaScript/TypScript, C/C++, C#, HTML/CSS, Terraform, Bash, Python, React
Tools: Spring, Kubernetes, Docker, AWS, Datadog/Splunk/Cloudwatch, NewRelic/PagerDuty, Jira
Systems: Windows, Linux (CentOS, Ubuntu, Debian), Mac (M-series)

WORK EXPERIENCE:
Ping Identity/Lightning, Remote, TX – **Software Engineer**   8/22-11/23
- Collaborated in a team of 7 Software and Support engineers to deliver features for a web based microservice, and standalone on-prem product.
- Led a cross-team project to fix compatibility issues with developer tools on M-Series Macs
- Led and completed development of a long sought-after product offering for Windows shops
- Worked alongside senior security engineers as the team Security Champion to resolve high-priority CVEs and effectively address customer issues
- Assisted in the onboarding and training of new team members.
- Conducted incident response on-call, ensuring swift resolution of critical incidents.
- Fostered cross-team collaboration to ensure timely product releases and seamless compatibility.
- Assisted in redesign and deployment of Cassandra tables

Automox-Atlas/Platform, Remote, CO – **Software Engineer III**   12/21-7/22
- Designed and Developed an Elasticsearch service used in next-gen project development.
- Handled and successfully resolved live, customer-facing, high-impact incidents
- Collaborated on messaging and database system design to dramatically reduce response times and ensure greater stability of the platform
- Implemented new alerting and management systems within a legacy framework to increase product and platform reliability and reduce MTD/MTM times

Vanguard-Enterprise Advice, Malvern, PA – **Software Engineer II**   09/20-11/21
- Worked in a growing team to start new development on a 'Big 6' program
- Worked with specialized agile teams to deliver custom products and solutions
- Collaborated with leadership to create early-project documentation and spin up the team's Atlassian tools
- Developed functional software products from the ground up in an Agile environment

Lockheed Martin, King of Prussia, PA – **Software Engineering Associate**   06/18-09/20
- Analyzed a million+ line custom C/C++ project for security vulnerabilities and data/memory leaks and remediated existing bugs.
- Worked in SCRUM teams of 6-10 on IRAD projects for custom modeling software
- Delivered direct-to-customer on-prem software under tight deadlines, continuously developed the product according to customer feedback
- Completed a solo project to develop and internal C# MVC to aid other developers
- Developed, tested, and reviewed a variety of software across multiple languages

Education, Westminster College, New Wilmington, PA – **B.Sc.**   08/2014-05/2018
- Bachelor of Science: **Computer Science** (Received May 13, 2018)
- Capstone: Extended OpenCV Library for greater accuracy with variable distance & size, Designed and Built autonomous robot for competition at Trinity College

Website: [Kyle Monteleone (k-monteleone.github.io)](k-monteleone.github.io)