Keith Skinner

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Summary

A full stack software engineer dedicated to organized, performant code. With experience in developing, testing, and designing in multiple programming paradigms and languages. Using up to date and relevant industry standards, principals, and best practices, I'm able to produce fast, reliable, and maintainable software.

Professional Skills

Languages: C/C++, Java, Python, Bash, HTML/CSS/Javascript, SQL

Tools: Git, CMake, GDB, Valgrind, Boost Libraries, Ant, Simulink, Bitbucket, Confluence, ProtocolBuffers, Node, ReactJS SCSS, MySql, MongoDB

Work Experience

Software Engineer

ArgonST, Inc. A Boeing Company Sept. 2020 - Present

- Processing, interpreting and displaying data relating to radio frequency technologies
- Develop new features and tools to improve and support existing products
- Implement design specifications into concrete features
- Refactor major system components in a legacy code base
- Leverage debuggers and TDD to confirm behavior and correctness
- Mentor team members on Java and Python best practices
- Document system behavior, implementation, and intent

Education

CSU Channel Islands

Camarillo, CA

Bachelor of Science Computer Science Dec. 2019

Courses:

- Operating Systems
- Multivariable Calculus
- Database Theory and Design
- Computer Networks
- Differential Equations
- Human Computer Interaction
- Embedded Systems
- Probability and Statistics
- Computer Graphics
- Mobile Robotics

Projects

TCP From UDP

Implements the Transmission Control Protocol using a User Datagram Protocol socket, written in Python. The features of the protocol implemented include the three-way handshake, error checking, reliability and retransmission with network-congestion avoidance (TCP Reno).

LISP Interpreter

Implements the lisp language as an interpreter. Included languages features are constants, user-defined functions and variables, and structures. Leverages GNU's yacc and flex.

File System in User Space

Simulates a hard drive where the disk space is kept in user-space RAM. Is fully mountable and allows all normal linux file operations, such as, links, read, write, group, and user permissions. Leverages the linux FUSE library.

GameBoy Emulator

Simulates a Sharp 35902 CPU. A single-threaded CPU and part of a SoC with memory mapped I/O, bank switched ROM, RAM and tile map, and a tile based rasterizer with sprites using OpenGL and C++20.

WebGL Renderer

Implemented a WebGL renderer with Phong Lighting for model work. Includes model transformations and material properties.