

# Kevin Farley

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# M.S. Computer Science

6142 Lakelyn, Mason, OH 45040

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## Education

University of Cincinnati, Cincinnati, OH

April 2017: B.S. Computer Engineering, Minor: Computer Science, G.P.A: 3.595 / 4.0

April 2020: M.S. Computer Science, G.P.A: 3.867 / 4.0

## Skills

- Main Languages: JavaScript (TypeScript) / Python
- Supplemental Languages and SDKs: Bash / Docker (compose) / Kubernetes (Helm) / ReactJS / Flask
- OS: various Windows systems/ various RedHat, Debian, and Arch based Linux systems, ChibiOS, FreeRTOS
- Tools: Git / Jenkins / GitLab / Atlassian / GitHub / Visual Studio / Make / Mockoon

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**Technical Experience:** *over 11 years of diverse professional experience from full-time, part-time, and Co-op development roles*

### 2021-Current Cyber Software Engineer Lead and Engineer for Various Cyber Enterprise (fullstack) Projects

Cryptic Vector, Cincinnati, OH

- Full-time Engineer responsible for leading, designing, developing, and estimating various cyber enterprise web application solutions. 2.5 years experience as a **full stack tech lead**, coordinating demos, hosting & navigating customer interactions, hosting TEMs with other performer teams, coordinating interface designs and documentation across teams and performers, & running **agile** ceremonies.
- Developed **Python 3.X** based (**RESTful**) API web servers for **Kubernetes (k8s)** deployment over the course of about 4.5 years. Relevant stacks included: **Flask, FastAPI, PostgreSQL, Kafka, Faststream, Swagger UI, OAS 3.X**. Relevant container orchestration included: **Helm, Docker Compose, Knative, Kustomize**, etc.
- Developed **ReactJS** driven k8s microservice UIs with **TypeScript** and **Material UI (MUI)** behind an ingress controller architecture (**traefik, istio**) for about 2.5 years. Relevant design tooling included: **Figma & Excalidraw**. Notably used **keycloak** for cross-UI authentication between internal and external services.
- Extensive experience in external API integrations, varying scopes of automated testing (**pytest, cypress, vitest**), and automated build & deployment systems (**Jenkins, Artifactory, Make, Docker, pip / python-setuptools**).
- Experience in designing and coordinating complex system architectures involving microservices with varying requirements and scopes. Relevant documentation tooling included: **mkdcs, mermaidjs, Excalidraw, Confluence**, and most **Microsoft Office** products.

### 2017-2021 Cyber Software Engineer Developer and Engineer for Various Cyber and Embedded Projects

Northrop Grumman (Xetron), Cincinnati, OH

- Full-time Engineer responsible for developing and estimating various computing-based solutions.
- Developed on top of **FreeRTOS** for embedded microcontroller designs for a few months.
- Worked with **C++ / Cuda** for Linux processor and GPU algorithms related to Sat Comm DSP for several months.
- Carried out **VHDL FPGA** design on a Virtix 7 for high speed digital I/O for several months.
- Experience in carrying out and leading **agile** ceremonies (scrum, planning, retro, etc.).
- Developed on **embedded Linux (C)**, STM32, ChibiOS, and various imaging devices for several months.
- Worked with **Python (3.5+)**, **Bash**, and **Django** development for over a year.
- Used WindRiver / Rhapsody 7 to develop **embedded C++** modules for several months.
- Experience with managing, networking, and interfacing various **Linux VMs** and servers.
- Responsible for **RPM** versioning schema design, **Jenkins** redesigns / task-leading, new Python module designs, and some UI/UX design.

- 2015-2017     Software Engineer Co-op Consultant and Developer for Software Solutions  
Rippe & Kingston, Cincinnati, OH
- Worked with **C#**, **HTML5**, **CSS3**, and **JavaScript** for **ASP .NET MVC4** web applications backed by **SQL**.
  - Used **Git** (BitBucket) for version control and **NUnit** for unit testing, as well as **knockout**, **backbone**, and **jQuery** to structure various site behavior and content.
- 2016-2017     Computer Engineering Student Co-Designer and Team Lead for Retroactive Audio Recording Project  
University of Cincinnati, Cincinnati, OH
- In charge of managing meetings, schedules, and source control for my Senior Design Project.
  - Developed **Android**, **Python**, and **C**. Also designed and debugged pre-board **circuitry**.
- 2016            Computer Engineer Student Teaching Assistant for Programming Models 1  
University of Cincinnati, Cincinnati, OH
- Mentored and proctored during lab hours for freshman programming course in **MATLAB**.
- 2016            Computer Engineering Student Designer and Engineer for PIC-based Quad-copter  
University of Cincinnati, Cincinnati, OH
- Designed and implemented a quadcopter using a **PIC32** (developed in **C**).
  - Key interfaces include: **I2C** for external **Bluetooth** module, **PWM** for brushless motor controls.
- 2016            Software Engineer Co-op Developer and Engineer for Shadow Unmanned Aircraft Vehicle  
Textron Systems Unmanned Systems, Baltimore, MD
- Responsible for developing and integrating software solutions relative to Red Hat Linux and Windows 7.
  - Worked with **C++ (Qt)**, **batch**, **bash**, **bitbake**, **PowerShell**, and **python** for various programs and scripts to be deployed on the Air Vehicle or Human Machine Interface.
  - Used **Mercurial** for version control and **QTest** for unit testing, as well as **Spira Test**, **Jenkins**, **DOORS**, and **Matrix** for various Software Engineering practices.
- 2015            Personal Programming Project Manage, Design, and Develop Retro Video Game  
Revolution Uc (hackathon), Cincinnati, OH
- Worked with **Python (PyGame and PyCharm)** and **git (GitHub)** for version control).
- 2015            Computer Engineering Student Hardware Designer of Sequential and Pipelined Control Units  
University of Cincinnati, Cincinnati, OH
- Responsible for designing and implementing sequential and pipelined control units via **logisim**.
- 2014-2015     Software Engineer Co-op Product Engineering in Teamcenter Integration  
Siemens PLM Software, Milford, OH
- Responsible for creating, editing, and running **automated tests** and utilities for 3D Modeling Software.
  - Worked with mainly **C++**: fixing bugs in UI as well as auto-tests which needed to be reported and fixed.

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**Activities/Awards:** Dean's List for most of Undergrad, NSCS, IEEE, ACM, Eagle Scout, Jazz Band, Highschool Involvement Program Mentor, New Hire Navigator, Xetron Golf League, Cryptic Vector Golf League