

SUMMARY

Smart and motivated Software Engineer currently serving as lead simulation and game developer at Lockheed Martin. Strong aptitude for learning new technologies. Adept in effective communication, team collaboration, flexibility, and leadership with a solid understanding of Chain of Command.

TECHNICAL SKILLS

- C/C++
- C#
- Python
- Java
- HTML5
- CSS3
- SQL
- .NET
- ASP.NET
- Sqlite
- Microsoft Access
- Bloodshed Dev C
- Notepad++
- Eclipse
- Netbeans
- Visual Studio
- Dreamweaver
- Unity
- SonarQube
- TortoiseSVN
- Git
- Bash

EDUCATION

Bachelor of Science in Computer Information Systems
DeVry University

June 2013
Downers Grove, IL

PROJECTS

Threat Centric Planning Application | Controlled Unclassified Information (CUI)

Lockheed Martin

2022 - Present

- Developing training aid to assist with tactical planning for the tactical employment of AEGIS surface vessels.
- Serving as Team leader, Jira Administrator, Scrum Master, and Developer.
- Tools: Unity Game Engine, C#, SQLite database, SonarQube.

Immersive Training Environment | Controlled Unclassified Information (CUI)

Lockheed Martin

2019 - Present

- Developing Immersive training environment in first-person shooter style format to train next generation US Navy AEGIS technicians.
- Serving as Team leader, Jira Administrator, Scrum Master, and Developer.
- Tools: Unity Game Engine, C#, SQLite database, SonarQube.

Senior Project | eCommerce Website

DeVry University

2013

- Developed eCommerce Website for a small print and engraving organization.
- Served as Team leader and programmed the backend interface between form objects and database.

- Tools: Microsoft Access Database, Dreamweaver, HTML5, CSS3, Visual Studio Express, C#, ASP.NET

EXPERIENCE

Software Engineer, Sr.

Lockheed Martin

Sep 2019 – Present

King George, VA

- Team Lead for the Dahlgren site in coding applications utilizing Unity and the C# programming language.
- Pioneer in developing ORTS code in Immersive 3D simulation utilizing Unity 3D Game Engine, C#, .NET framework, and JSON.
- Pioneered effort in migrating our project over to a GitLab .NET Core Pipeline and implemented automated Static Application Security Testing (SAST) scanning and SonarQube analysis to align our team's mission with Lockheed Martin's RMS Digital Transformation objectives.
- Collaborate with senior external personnel on significant technical matters often requiring coordination between organizations and represent Lockheed Martin as the prime technical contact on contracts and projects.
- Develop technical solutions to complex problems which require the regular use of ingenuity and creativity.
- Meet existing project delivery goals while expanding knowledge to support incorporation into multiple products and customer solutions.

Information Technology Support Engineer

American Express Global Business Travel

Nov 2018 – Sep 2019

Charlotte, NC

- Exemplified top tier customer service, remote technical service support, installation, configuration, and problem resolution.

Systems Services Engineer

International Business Machines

Jan 2016 – Nov 2018

Research Triangle Park, NC

- Exemplified outgoing personality and work ethic by extending work hours to assist SCCM team with image testing to meet deadlines provided by American Express Global Business Travel, (2018).

Field Services Engineer

OC Communications

Jan 2015 – Jan 2016

Sacramento, CA

- Performed onsite troubleshooting/technical support for cable services (video, internet, and voice) for Comcast residential subscribers, and trained customers on how to use cable services.

Information Technology Helpdesk Engineer

Colfax Fluid Handling

Jun 2013 – Jan 2015

Monroe, NC

- Led Colfax Fluid Handling Windows upgrade project to support the integration of Office 365.

PROFESSIONAL CERTIFICATIONS

- (ISC)2 Systems Security Certified Practitioner (SSCP): IAT LEVEL II
- CompTIA Security + CE: IAT LEVEL II
- Scrum.org Professional Scrum Master (PSM) I