Kenneth Leombruno

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EDUCATION

Northeastern University, Boston, MA — Jan 2020
Bachelor of Science in Computer Engineering, Minor in Computer Science
GPA: 3.48 / 4.0
Relevant Coursework: Object Oriented Design, Database Design, Software Engineering, Algorithms, Fundamentals of Networks, Computer Science Fundamentals, Embedded Design, Computer Architecture
Hobbies/Interests: Raspberry Pi, Building Desktops, Personal Coding Projects

TECHNICAL SKILLS

Programming Languages: C++, Python, Java, Matlab, SQL, JavaScript, HTML/CSS
Software/Tools: Git, Jira, VS Code, Windows, Linux (Arch), Simulink

PROFESSIONAL EXPERIENCE

Draeger, Andover, MA — Sept 2018 - April 2019
Embedded Software Engineer Co-op

- Developed backend code for a clinical patient monitor in C++ and Python. Implemented software requirements, identified and fixed bugs in the system, and performed code reviews.
- Built a virtual simulation of the patient monitor's data path as a tool for use by the team in systems testing. Solo project made using C++, Python, Matlab, and Simulink.
- Created unit tests with Google's Test Framework and documented code using Doxygen. Used Google Protobuf for data serialization and Git for version control.
- Adhered to the Agile software development approach, attending daily stand-up meetings, pointing and completing Jira stories, and evaluating project requirements and goals.

ERT, Boston, MA — June 2017 - Dec 2017
Software Quality Engineer for Clinical Trial Software and Devices

- Created and executed over 100 FDA regulated test scripts to target elusive technological bugs within clinical trial software through Jama and Jira.
- Expanded process efficiency in the development of automated test tools in Python to analyze and verify that software design specifications match the final application.
- Facilitated communication across 50 global study teams to coordinate the debugging and finalization of the eCOA product against client needs.

TECHNICAL PROJECTS

Personal Website — July 2020

- Created a personal website hosted on Github pages using HTML/CSS and Javascript to document and provide instructions on hobby projects I've developed.

EMG Robotic Arm — July 2019 - Dec 2019

- Built an EMG controlled prosthetic arm on a team of 5 engineers for Northeastern's Capstone project with integrated cameras for real time object recognition to improve grip selection.
- Used SSD with mobilenets model in python to detect common handheld items.

Nutritional Tracking Software — July 2018 - August 2018

- Built nutritional tracking software using csv files on food data collected by the FDA which was then formatted into a custom database using MySQL.
- Front end GUI was built using Java's Swing library allowing the user to input and track their daily nutritional intake.

Wiimote Snake Game — June 2016 - Dec 2016

- Created a motion controlled game of snake in C++ as a final project for embedded design.
- Consisted of a Wiimote sending motion control data to a Zedboard which then displayed the game through the terminal.