Levi Starrett

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Education

Purdue University

Bachelor of Science in Computer Science

West Lafayette, IN May 2016 [3.83]

Skills

Technologies

- **Config Management** -- Experience with both **git** and **subversion** in real software teams, and familiar with online source hosting such as **Github** and **Bitbucket**
- Python -- Extensive experience building web applications in Python using the Flask microframework
- JavaScript/HTML/CSS Strong background building formatted web apps
- **Java** -- Firm understanding of **object oriented programming** in Java
- **C** -- Wrote a **random forest** learning algorithm to predict outcome of a dataset (school project). Some experience with embedded control in C
- MySQL Practical experience using relational databases in applications
- Team tools Used Lync, Hangouts, JIRA, git, subversion, Skype, and Outlook in real world employment environments

Leadership

- Undergrad TA for Purdue CS190 Tools course
 - O Directed two labs of approximately **twenty students**
 - Checked assignments, answered questions on topics such as linux, bash, vim, git, eclipse, debugging, etc
- Purdue/Qualcomm recruiting app team lead
 - Led a team of five other [older] Purdue students in creating a mobile web application for the **Qualcomm** campus team
 - O Built Node.js/Express framework using git for config management
 - Scheduled meetings, assigned tasks, managed due dates and oversaw app progress and requirements

Experience

Employment

Qualcomm Technologies, Inc. (qualcomm.com)
 Interim Engineering Intern

San Diego, CA May 2014 – August 2014

- Part of a **Dogfooding** team developing an automatic platform for testing
- Worked on a server in JavaScript, HTML5, and CSS on the **Node.js** framework
- Worked extensively in testing devices using the Android operating system and ADB
- Emergent Instruments, Inc. (emergentinstruments.com)
 Software Developer

West Lafayette, IN May 2013 - present

- Part of a team developing software for an electrochemical analyzer
- Used **git**, and worked as part of a team with other developers
- Programming in Python, JavaScript, HTML5 and CSS on the Flask framework
- Interfacing with embedded software in C on a target device via USB
- ROX Software, Inc. (<u>roxsoftware.com</u>)

Brookston, IN November 2011 - July 2012

Software Engineer

• Part of an engineering team porting xtUML models to an updated version for application in **Agilent Technologies** gas chromatographs

Used a subversion repository, screen sharing, Skype, email, and other team communication techniques

Projects

- Created and maintain an **open source project** exploring cheat algorithms for the game snake: levistarrett.com/snake
- Designed a **random forest** algorithm for a school project
- Wrote an Android application for social networking using **AllJoyn** for Qualcomm hackathon HackMobile
- Scripted several small games for online hosting in Flash