

Levi Starrett

2243 US 52 W #1311
West Lafayette, Indiana 47906
(765) 532-4829
levi@roxsoftware.com
lpstarre@purdue.edu

Education

Purdue University
Bachelor of Science in Computer Science

West Lafayette, IN
Anticipated May 2016

Relevant Coursework

Fall 2013:

CS 180 Object Oriented Programming (in Java)

Spring 2014:

CS 240 Programming in C

CS 182 Foundations of Computer Science

Fall 2014:

CS 250 Computer Architecture

CS 251 Data Structures and Algorithms

Spring 2015:

CS 252 Systems Programming

CS 352 Compilers: Principles and Practice

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 applications in Python
- **JavaScript/HTML/CSS** - Experience building formatted web apps
- **Java** - Firm understanding of **object oriented programming** in Java
- **C/C++** - Wrote a **random forest** learning algorithm to predict outcome of a dataset (school project). Some experience with embedded control in C.

Leadership

- 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.
 - 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.** (roxsoftware.com)
Software Engineer
Brookston, IN
November 2011 - July 2012
 - 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

- Wrote several small games for online hosting
- Wrote an Android application for social networking using **AllJoyn**
- Designed a web site for an engagement project for an English course
- Wrote a **random forest** algorithm for a school project

References available upon request