

Levi Starrett

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Education

Purdue University
Bachelor of Science in Computer Science

West Lafayette, IN
May 2016

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.
- **Team tools** -- Used Lync, Hangouts, Jira, git, subversion, Skype, and Outlook in real world employment environments

Leadership

- Undergrad TA for Purdue CS190 Tools course
 - 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.
 - 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.** (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

- 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