**Levi Starrett**

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**Education**

**Purdue University West Lafayette, IN**

**Bachelor of Science in Computer Science 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](http://qualcomm.com)) San Diego, CA

Interim Engineering Intern 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](http://emergentinstruments.com)) West Lafayette, IN

Software Developer 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](http://roxsoftware.com)) Brookston, IN

Software Engineer 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](http://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