

Kathryn M Roy

OBJECTIVE	A full-time job in software engineering or video game design.	
EDUCATION	Rochester Institute of Technology , Rochester, NY <i>Bachelor of Science</i> , Video Game Design and Development. <i>Dean's List</i> - Golisano College of Computing and Information Sciences: Fall 2016, Spring 2017, Spring 2019	2016-2020
COMPUTER SKILLS	Languages: C#, C++, Java, JavaScript, Python Other: Git, JIRA, Linux, Jenkins, Matlab, Nodejs, DataDog, Docker	
WORK EXPERIENCE	Lockheed Martin Corporation <i>Software Lead on Advanced Off-board Electronic Warfare (AOEW) team</i> Leadership: Led team to validate requirements for AOEW threat detection system, including final live presentation of qualification tests to the customer. Tracked/prioritized necessary tasks; presented to management weekly over the course of the final year of development. Delegated software development tasks to appropriate team members. On-boarded new employees and mentored interns. Participated in company sponsored STEM outreach events. Engineering: Developed Helicopter to Aircraft Carrier threat detection and defense systems in C and C++. Engineered secure data pipelines between Aircraft Carriers and Helicopters for transmission of threat detection and response information. Directed development of Java-based tools related to Helicopter and Ship emulation. Traveled to Naval bases to integrate our system into their test environment. Deployed finished software onsite and helped debug hardware issues. Performed weekly software baseline installations on prototype in lab environment. Wrote Matlab scripts for data analysis and visualization to present to stakeholders. Performed formal test procedures for the customer.	November 2020-Present Syracuse, NY
	Bryx <i>Software Engineer Intern</i> Built software to alert first-responders to incoming calls and related data using Kotlin and Swift. Developed pipeline to extract precise geo-coordinates from emergency calls. Designed user interface for testing geo-coding software using NodeJS.	January 2019-August 2019 Rochester, NY
	Lockheed Martin Corporation <i>Part-time Software Engineer</i> Developed radar technology simulation testing systems using C++ and bash scripting.	May 2018-December 2018 Syracuse, NY
ACTIVITIES	Computer Science House A special interest house at RIT which encourages group collaboration on technical projects and provides access and funds to develop those projects, resources, and more Events: Technical seminars, hackathons, coding competitions, tutoring	Friend of Floor