IBCS - SOFTWARE ENGINEER IV
Highlights

- Windows, Linux, Mac OS X, Solaris.
- Languages/Technologies: Java, C++, C, Ada, CORBA, XML, UML, RTI Data Distribution
- Service, Google Protocol Buffers.
- Libraries/Frameworks: Java Swing, OSGi, Eclipse Modeling Framework, Ant, Castor, JAXB,
- JXTA, JasperReports, ESRI ArcGIS, JMTK, Worldwind.
- Tools: Eclipse, Netbeans, Rational Software Architect, Rational Clearcase, Rational
- Clearquest, Rational Requisite Pro, Rhapsody, Subversion, Visual Source Safe, Visual
- Studio.

Experience
Lockheed Martin Space Systems Company January 2009 to Current IBCS - Software Engineer IV
City , STATE

- Key software developer for Staff Services and External Interfaces Common Software Modules (CSM) on the Integrated Air and Missile Defense Battle Command System (IBCS) program.
- Developed user interface plug-in components and back end services utilizing OSGi and Eclipse Modeling Framework.
- Performed Agile Scrum software development sprints in coordination with User Experience experts to identify warfighter needs and rapidly build software components for the Army's next generation Defense Designer.
- Developed two-way translation software to exchange MIL-STD-3011C messages between the Air Defense Software Integrator (ADSI) and the IBCS data model.
- Designed Link-16 UML data model that served as the interface to Real Time Industries Data Distribution System (RTI DDS).
- Analyzed high-level system requirements and decomposed them into software component level requirements.
- Evaluated End-To-End Simulation (ETESim) modeling software for incorporation into the Staff Services CSM Defense Plan evaluation tool.

January 2009 to January 2012 Software Designer/Engineer
City , STATE

- Designed and developed user front-end software application on MacOSX platform to perform data analysis and report generation for a Polymerase Chain Reaction DNA hardware/software system.
- Created and maintained socked based Google Protocol Buffers interface with C++ application.
- Analyzed requirements and developed UML use cases and sequence diagram artifacts for design and documentation.
- Maintained all software configuration control, produced software builds, and provided release versions to customer.

Lockheed Martin Space Systems Company January 2004 to January 2009 Land Environment Air Picture Provision - Software Engineer III Designer/developer
City , STATE

- of software system supporting United Kingdom Ministry of Defense UKMOD) Land Environment Air Picture Provision (LEAPP) program.
- This system provided situational awareness to military commanders for tactical decisions in real-time.
- Primary developer for application component used to provide a Single Integrated Air Picture (SIAP) of Enemy and Friendly Air Track data received from sensor software.
- Developed interfaces to Link-16 API for processing of near real time entities.
- Software Lead responsible for adaptation of LEAPP software into UKMOD Air Sense and Warn AS&W) System for use in Afghanistan.
- Led Huntsville AS&W team in design and development of interface to external Phalanx weapon system for use with United Kingdom Counter Rocket Artillery Mortar (C-RAM) system.
- Software Lead and Point of Contact for XML and CORBA based interfaces to associate contractor's 3D mapping engine.
- Developed Peer to Peer system to provide network awareness and operational status for battlefield equipment major end items.
- Participated in use case analysis, requirements derivation, design, unit and functional test phases of the software development lifecycle.
- Extensive Java software development utilizing object oriented design methodologies and practices.
- Trained new employees in Object Oriented development, the Java language, CORBA, Visual Source, Safe, and Eclipse Integrated Development Environment (IDE).

Lockheed Martin Space Systems Company January 2002 to January 2004 Medium Extended Air Defense System - Software Engineer I & II
City , STATE

- Developed Defense Planner and Battle Manager software and supported integration activities for Medium Extended Air Defense System (MEADS) Risk Reduction Effort.
- Developed software utilizing Joint Mapping Toolkit (JMTK) 2D Visualization software for Military Decision Aids.
- Streamlined software development and build processes via incorporation of Eclipse IDE and Ant build scripts.
- Supported software installation and demonstrations at customer sites and field trials.
- Developed prototype software instrumental in the procurement of LEAPP Assessment phase contract.

Education
University Of Alabama 2001 Bachelor of Science : Computer Science Mathematics City , State GPA: Summa Cum Laude GPA: 3.90 Computer

Science Mathematics Summa Cum Laude GPA: 3.90
University Of Alabama 1996 Bachelor of Science : Mechanical Engineering City , State GPA: Summa Cum Laude GPA: 3.94 Mechanical Engineering Summa Cum Laude GPA: 3.94
Skills
3D, Ada, Agile, Ant, API, Architect, Army, C, C++, Clearcase, hardware, CORBA, data analysis, DDS, documentation, Eclipse, ESRI ArcGIS, functional, IDE, Java, Java Swing, Languages, Linux, Mac OS, exchange, Windows, Modeling, network, next, Object Oriented, object oriented design, Operating Systems, developer, processes, procurement, RAM, real-time, Real Time, scripts, Simulation, software development, software installation, Solaris, Visual Source Safe, translation, UML, user interface, Visual Studio, XML
Additional Information

- AWARDS AND HONORS * Lockheed Martin November 2007 Employee of the Month. Lockheed Martin Special Recognition Awards. Lockheed Martin Highest Contributor Employee Evaluations. CLEARANCE* Active Department of Defense Secret Security Clearance.