SOFTWARE ENGINEER - F-15 INTERNATIONAL CREW STATION, SINGAPORE AMT3 PROGRAM

Summary

Software Engineer with 10+ years of experience in Aerospace and Defense Simulation and Training

Experience

Gaf Buildings Materials Corp. Of America July 2014 to Current Software Engineer - F-15 International Crew Station, Singapore AMT3 Program
Fairfax , VA

- Assisted manager in software planning and schedule development for AMT3 contract.
- Worked as part of an Agile software team to design and implement software modifications to the existing baseline software for the AMT3 program.
- Worked as Product Owner for the Software Support Development Facility (SSDF) portion of the contract.
- As Product Owner, worked with Technical Lead Engineer and Software Team Lead to define scope and requirements for the SSDF effort.
- Led small team of software engineers on SSDF effort.

Boeing March 2013 to July 2014 Software Engineer - Instructor Systems & Tools
City , STATE

- Worked as part of an Agile software team to design and implement software in C++ for the Maps area of the Instructor Operator Station (IOS) software.
- Worked as part of an Agile software team to modify and develop IOS software for the MHLH and P8 Maintenance Trainers, using C#, .NET, and Windows Presentation Foundation (WPF).
- Developed the P8 Maintenance Trainer IOS using the Model-View-ViewModel architectural pattern.

AAI Corporation May 2010 to January 2013 Software Engineer
City , STATE

- Responsible for requirements, design, code, test, and integration on the Shadow Unmanned Aircraft System Crew Trainer (SCT).
- Worked to integrate Joint Technology Center/Systems Integration Laboratory's (JSIL) Multiple Unified Simulation Environment (MUSE) software into the SCT.
- Developed interceptor software using C# to facilitate communication between two pieces of third party software, MUSE and Engineering and Computer Simulations' (ECS) Launch and Recovery System Computer Based Trainer (LRS CBT).
- Coordinated DIS IDs across the system to ensure communication between Image Generators (IGs) and MUSE.
- Developed a Planned View Display (PVD) application using C# that interfaces with Falconview and displays DIS Entities generated by JSIL's Vignette Planning and Rehearsal Software (ViPRS) on the Falconview maps.
- Developed After Action Review (AAR) Playback GUI using C# to playback recorded video of a training scenario and to display instructor comments saved by the Instructor Operator Station (IOS).

Boeing May 2007 to April 2010 Software Engineer - International Crew Station Radar Model
City , STATE

- Responsible for requirements, design, coding, and testing for new AESA Radar Model simulation for F-15 Singapore Crew Station trainer, using Object Oriented Design and Coding techniques with C++.
- Led and participated in team peer reviews for all phases of the software development life cycle.
- Enhanced team processes through work on Process Improvement Team, developing, writing, and modifying work instructions for requirements, design, and implementation phases.
- Acted as "build captain" for team software builds, including coordinating with many team members to integrate and test several code updates and fixes.
- Served as DOORS administrator within team.
- Served as Career Panel member for on-site student recruitment events.

Boeing March 2006 to May 2007 Software Engineer - U.K. Apache Trainers
City , STATE

- Wrote requirements for, designed, implemented, and tested upgrades to Fire Control Radar and Navigation models as part of Enhancement 03 contract, leading to successful on-time delivery to UK customer.
- Wrote and improved processes for writing requirements by implementing use of DOORS requirements tool, resulting in a common location for all program requirements, easing access and preventing duplicates.

Boeing July 2002 to March 2006 Software Engineer - Joint Unmanned Combat Air System (J-UCAS)
City , STATE

- Analyzed requirements, created design, and wrote code for various segments of the Vehicle Management System software, completing all segments within scheduled duration.
- Performed rigorous testing of the Operational Flight Program (OFP) to ensure product quality before flight testing.
- Created a flexible code generator using C# with .NET to convert tables of interface requirements, exported from DOORS, into usable Ada code, saving man hours for more complex coding tasks.
- Code generator could be easily modified to convert the data into any desired format, extending its flexibility.

- Co-facilitated successful Engineering Orientation program for all new engineers in Saint Louis, including planning events, coordinating tours, introducing speakers and emceeing the events.

Education
Washington University 2009 Business Administration City , State Business Administration
University of Missouri - Columbia 2002 Bachelor of Science : Computer Engineering & Computer Science City , State
3.6 GPA
Member of Eta Kappa Nu, Tau Beta Pi, Phi Eta Sigma, Upsilon Pi Epsilon, and Golden Key honor societies
Skills

C++,Â C#, .NET, Ada, ClearCase, ClearQuest, DOORS, Agile, VersionOne, Visual Studio, Linux, Windows, Object Oriented Design, Process Improvement, Simulation, Training Systems, Systems Integration