Michael Fadem

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EXPERIENCE

Sandia National Laboratories

Albuquerque, NM Jan 2022 - Present

• R&D Computer Scientist Software Systems Engineer

Oct 2019 - Jan 2022

- Tracktable: Engineering lead and maintainer for the Sandia open source project and 2020 R&D 100 award winner Tracktable, https://tracktable.sandia.gov/, which provides trajectory analytics and rendering capabilities
- Modeling and Simulation: Primary software integration engineer for a critical national modeling and simulation program, integrating four large scale Sandia software systems and successfully producing results in less than 3 months
- Satellite Ground System Enhancement: Developed software, testing suites and super resolution image processing algorithms for a major satellite ground system enhancement program
- Next Generation Ground System: Developed and deployed rapidly prototyped software for next generation ground systems that was concurrently developed by internal and external teams leveraging state of the art algorithms and GPU processing
- Data Visualization: Developer for a generalized data visualization tool utilizing NASA's OpenMCT framework and web technologies
- Data Analytics: Performed large scale data analysis to reinforce and verify algorithm correctness while satisfying customer requirements and requests
- **Developer Workflow**: Developed internal bots and scripts to assist developer workflows and debug environments including a Git blame TODO bot which determines the original code author and pings them automatically in a Mattermost channel
- Mentoring: Onboarded and mentored multiple new software engineers and computer scientists on project technical details and Sandia culture to reduce project and Sandia spin up time

Honeywell Aerospace

Albuquerque, NM

Software Engineer

Jun 2017 - Oct 2019

- V-22 Main Flight Display: Developed and deployed frontend and backend embedded software, written in C, for the V-22 Osprey's main flight display and keyboards
- Software Performance: Redesigned and optimized critical flight display graphics interface improving indexing runtime from O(n) to O(1) utilizing a lookup table
- Software Lab Upgrade: Software focal for the V-22 Osprey software integration lab upgrade successfully adding fully remote software testing, power control, and hardware loading capabilities
- \circ **Automation**: Automated the software build process for the V-22 Osprey main flight display utilizing virtual machines and Python scripts reducing overall build time and complexity by over 50%
- Customer Interaction: Provided technical analysis and recommendations to external customer technical requests and issues

EDUCATION

Georgia Institute of Technology

Atlanta, GA

Master of Science in Computer Science; Specialization: Interactive Intelligence

Aug. 2021 - Dec. 2024

New Mexico State University

Las Cruces, NM

Bachelor of Science in Computer Science

Aug. 2013 - May. 2017

Technologies & Skills

- Programming Languages: Python (5+ years exp.), C/C++ (3+ years exp.)
- Domains: Open Source Software, Geospatial/Trajectory Analytics, Image Processing, Remote Sensing, Object Detection, Graphics
- Technologies: AWS, Azure Dev Ops, Boost, CMake, CTest, Docker, Folium, Git, Github, Gitlab, Gitlab CI/CD, Jenkins, Kubernetes, Numpy, OpenCV, Pytest, APIs, Sphinx
- Software Development: Agile, Continuous Integration/Continuous Development, Full Software Development Life Cycle, Kanban, SAFe, Scrum, Technical Documentation, Waterfall
- Software Packaging: Anaconda, PyPi